FILLING IN THE GAPS FOR OLD SCHOOL GAMERS

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Summer 2014
Issue 9

Spells and Spell Casters

Spontaneous Spell Casting
a twist on Vancian magic

BONUS ARTICLE
Stone Spirals
magic with a twist

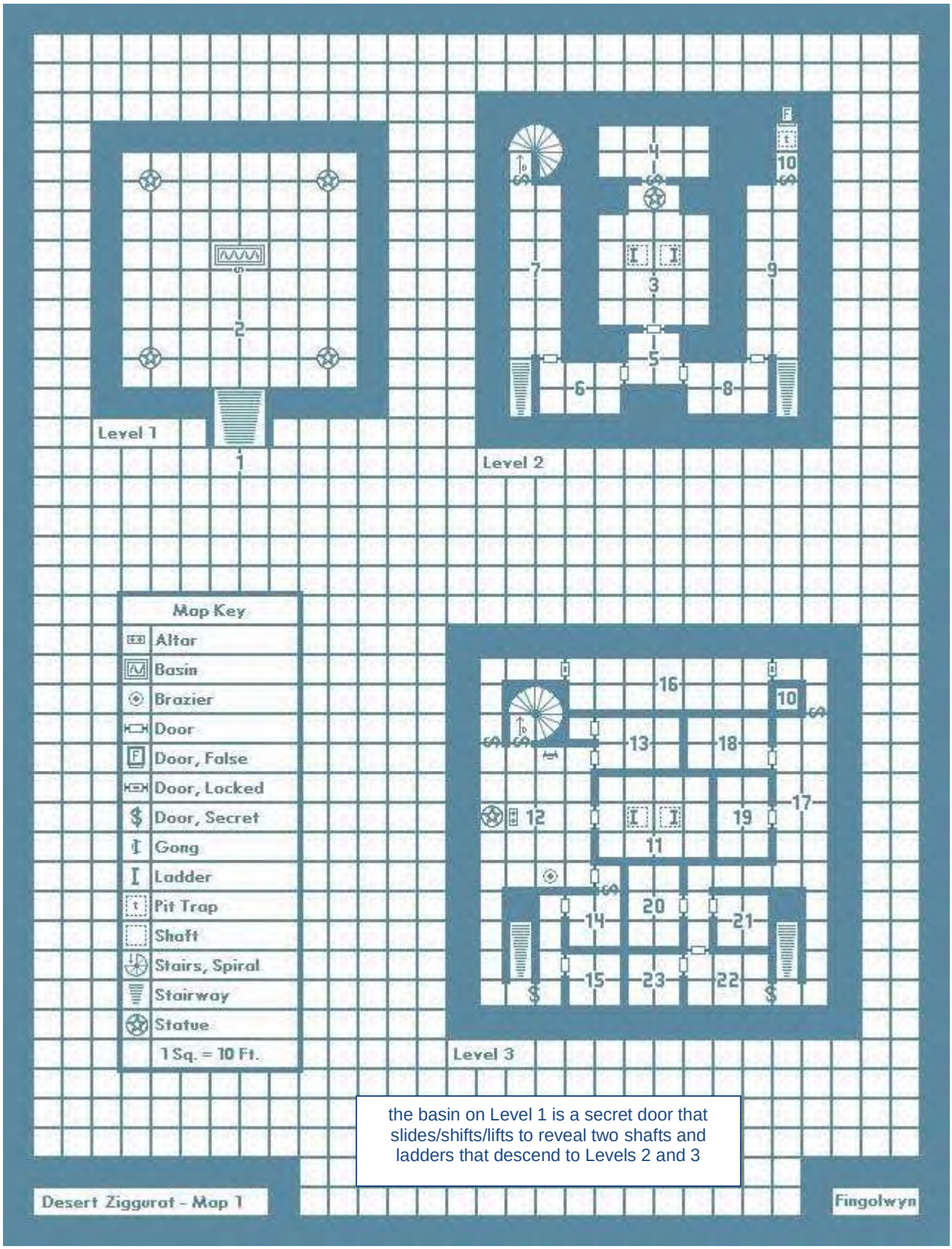
Greater Fae
this is not Tinker Bell

Three Shops
good places to buy

And-Mag.com

Map 1: Desert Ziggurat 1

Map by Fingolwyn



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The theme of this quarter's magazine is

Spells and Spell Casters

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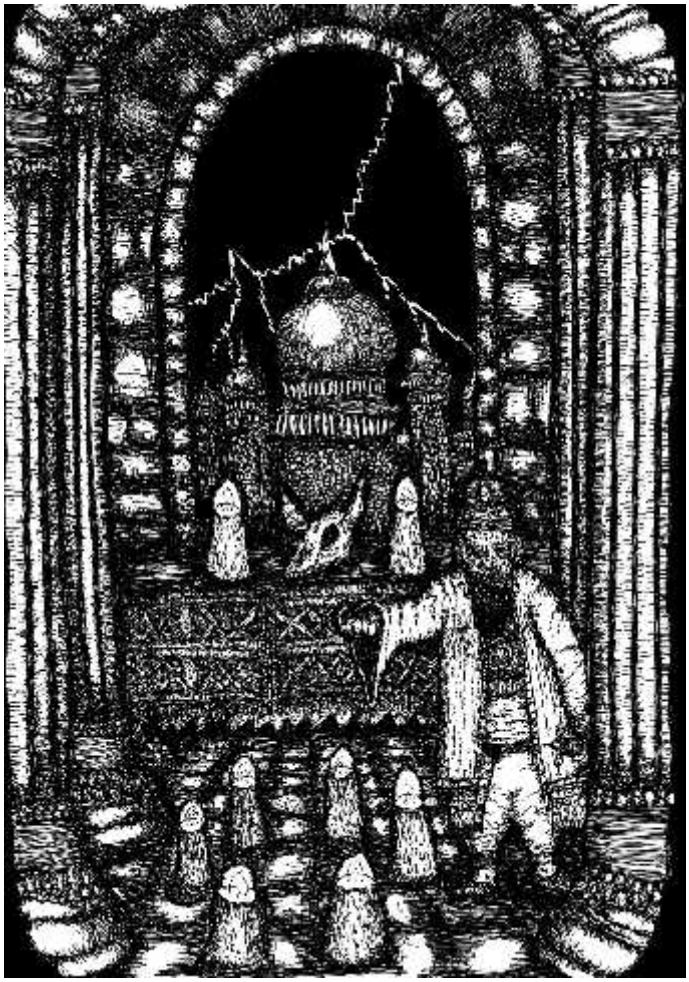
Featured Artist

This month's cover artist is Michael Raston, a guy from Australia. He likes drawing weird things in ink and playing old versions of D&D. He runs and plays games online through G+ hangouts. You can add him on G+ at https://plus.google.com/u/0/113908760463553372333/posts. He has a blog at http://lizardmandiaries.blogspot.com.au/ and you can see his other art work at his Deviant Art gallery http://mraston.deviantart.com/gallery/



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& Musings

by Bryan Fazekas

Our only constant is change.

This is certainly true of this group. Last issue introduced *Tactical Magic*, a column about how to use spells. This issue introduces *HomeBrew*, a column on "home brewing" campaigns, and *The Gaming Gourmet*, an edition agnostic column all about feeding hungry gamers.

Our new site went online at the end of February, replacing the original site which we had outgrown. If you haven't checked out the site beyond downloading this magazine, navigate back to http://and-mag.com. We have a catalog of existing **&** products including magazines, adventures, and supplements. All free to download.

We are prepping to host community products, including Tim Stypinski's *Castle Triskelion* mega-dungeon and Andrew Hamilton's *Lakelands Campaign* world. Readers may recognize the Lakelands materials from the *Hex Crawls* we have published in recent issues, plus other articles Andrew has written.

The team has grown again. We welcome Charles, our Submissions Administrator, to the team. Anyone who has recently submitted articles to us has corresponded with him. We also welcome Del as our Art Director. Del's art has been a prominent feature in our advertising, on our covers, and inside the magazine for some time now.

We also welcome new artists into our fold, including Michael (who had some items in Issue 8), Chris, and Tyler. We also have first time article submissions from Jeff, Wesley, Mark, Timothy, and Tim.

On a sadder note, with the publication of this issue Nyyki, our publisher, parts ways with the team, moving on to other adventures in her life. We will hear from her from time to time. Although we will miss Nyyki harping on us to have 3/4 of the material for the next issue as we are prepping this one, the *& Publishing Group* will forge on. [While this is the last time you'll see Nyyki's name in the staff section of the masthead, her name will appear in the contributor's list.]

Go back a couple of pages read pages 3, 4, and 5. Do you see what is special about each and every name in on these pages, regardless of role? Everyone is contributing to keeping D&D alive regardless of the presence of corporate sponsorship. While I'm pleased that *Wizards of the Coast* is supporting old-school D&D, I'm more pleased that we will continue to exist as players of old school D&D if that sponsorship goes away.

Nope, I'm not harping on the OSR. Just mentioning that every name in the masthead is someone special, and in some cases a name you may see in a lot of places.

When will YOUR name appear in the & masthead?

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Spontaneous Spell Casting

by Bryan Fazekas

A different take on Vancian magic

It has been said that the Vancian System is the worst form of magic spell management in *AD&D*, except all the others that have been tried.

It seems that most AD&D players hate, or at least dislike, the "Vancian" magic system used to control the power of spell casting classes. For those who don't know the history, the AD&D (and OD&D) spell memorization and casting system is based on a concept created by author Jack Vance and used in numerous science-fantasy stories, including the short story *Mazarian the Magician* and the *Dying Earth* stories. The concept is that the spell caster commits spells to memory and when a spell is "cast" the magic is released and the spell is wiped from the person's memory. To use that spell again the person must memorize it again.

Why use this system instead of something else? The underlying issue is controlling the power of spell casting classes so they don't become so powerful that they don't need other classes. *O/AD&D* is based around the idea of a "party" of characters who all provide unique and necessary skills to the group, making a heterogeneous group necessary for success and survival. An all-powerful spell caster negates the need for this.

I have reviewed a number of different systems, but all seemed to be more flawed than the Vancian system. As much as we dislike it, Vancian magic seems to be better than anything else. We can't replace it, can we tweak it?

After evaluating spell point systems, which in my opinion are all unbalanced, I chose to stick with Vancian spell counts, so the number of spells of each level varies according to the character's level. The next step was to vary the spells chosen.

I considered two different models: Spontaneous and Semi-Spontaneous spell casting.

Author's Note: None of the optional rules listed in this article grant a spell caster the ability to cast more spells per day than is indicated in the *AD&D Players Handbook* (PH) according to their class, level, and (for clerics) their Wisdom.

Spontaneous Casting

This concept allows the character to cast freely from the spells known. For clerics, that sounds like excessive power -- by the book (btb) clerics can choose from all known clerical spells in the *PH,* and *AD&D Unearthed Arcana* (UA) if the dungeon master (DM) allows that book in their game.

But look again at the clerical spells. The list is not as extensive as the magic user (MU) list; most are defense, support, and curative spells, and most have a relatively long casting time. Is it really a big deal to give clerics spontaneous spell casting?

We play tested the concept for several adventures. At the beginning of each adventure I recorded the spells my cleric would have memorized, and kept track of which spells were actually cast. At the end of the first adventure (8 hours of play) my cleric cast one spell that would not have been memorized. At the end of the second adventure, same result. The overall impact on the adventures: basically nil.

We adopted this rule for clerics and druids, and in three years (real time) of play have discovered no noticeable impacts to our game.

If clerics are not memorizing spells each day, what is happening in-game? What is the rationalization? The daily prayers for spells are a time of "recharging the batteries", accumulating power with which to cast spells. This is true even for 1st and 2nd level spells, which btb clerics do not get from their deity. For higher level spells the cleric is engaging in a connection with their deity to get the knowledge and power of those higher level spells.

Semi-Spontaneous Casting

Please note we chose not to play test spontaneous spell casting with magic users. The MU spell list is more extensive, is heavily weighted towards offensive and miscellaneous spells, and there are far more unofficial

spells available should the DM allow them. My DM is generous with spells, as I am when I DM, but giving a MU free use of everything in their spell book seemed like too much power.

Option 1

The idea behind semi-spontaneous casting is to allow the character access to a larger list of spells, but not to their entire spell book. We considered several ideas, the first of which was to use the minimum number of spells listed in the *PH*, which is based upon the character's Intelligence score. This seemed like too much freedom. Maybe not as bad as giving the MU free reign of their spell books, but still too much. **Note:** This is a subjective opinion. Individual DMs should decide for themselves how much is "too much".

The concept of "memorization" is different in this case. Like clerics the MU is gathering the power necessary to cast spells. Fiction is full of references of spell casters absorbing energy with which to cast spells. But the MU is also refreshing their memory of exactly how to cast certain spells. The rationale is different from Vancian magic, but the net effect is quite similar.

We experimented with using the spell counts by level. The caster can "memorize" as many spells as they have slots, and can choose from that limited list from which to cast their normal allotment.

For instance, assume a MU can cast two 1st level spells per day. Today he chooses *Magic Missile* and *Shield*. The MU can cast one of each, or two *Magic Missile*, or two *Shield*. If the MU had three first level spells the choice of what combination of spells to cast increases.

Granted, this doesn't help the MU at 1st level as the MU only has one spell to cast, but they gain flexibility as they go up in level. The player still needs to make trade-offs in deciding what to take each time, but the field is opened up a bit and for mid- and higher-level MUs the likelihood of carrying miscellaneous spells is higher.

We have play tested this for three years and have demonstrated that it works without granting the MU too much flexibility and power.

Option 2: More Flexibility?

Is this list of spells too small? While the author doesn't think so, there are options for the DM who does.

One choice is to add a bonus to the number of spells the MU may "memorize" each day. This bonus is based upon Int, as indicated in the following table:

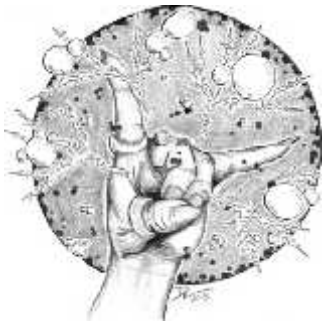
Int	Bonus
13-14	+1
15-16	+2
17	+3
18	+4
19	+5
20	+6

Int	Bonus
21	+7
22	+8
23	+9
24	+10
25	+11

The Bonus column indicates the number of bonus spells a MU may "memorize" above their normal for each level. A 1st level MU with 13 Intelligence could "memorize" two spells and cast their one spell for the day from that list. Another 1st level MU with 18 intelligence could "memorize" 5 spells that day and cast their one spell from the larger list.

Please note that the table goes to 25 intelligence for completeness. In the author's campaign scores above 18 are rare.

Assuming the MU reaches 18th level and has an 18 intelligence, they can "memorize" five 9th level spells (although they can still cast only one). Is this too much flexibility? Given that few campaigns reach such heights it may not be worth worrying about.



Option 3: Not Too Much?

But if the DM does worry about such things, here is a graduated solution. It offers more bonuses for lower spells levels which may grant the MUs a better chance of survival. Yet it provides no bonuses for the 9th level spell, unless the MU has god-like intelligence.

Note that the bonuses still do not affect the number of spells per level that may be actually cast, so a 1st level MU with 18 Int cannot cast 2nd level or higher spells.

Int	Bonus 1st	Bonus 2nd	Bonus 3rd	Bonus 4th	Bonus 5th	Bonus 6th	Bonus 7th	Bonus 8th	Bonus 9th
11	+1	-	-	-	-	-	-	-	-
12	+1	+1	-	-	-	-	-	-	-
13	+2	+1	+1	-	-	-	-	-	-
14	+2	+2	+1	+1	-	-	-	-	-
15	+3	+2	+2	+1	+1	-	-	-	-
16	+3	+3	+2	+2	+1	+1	-	-	-
17	+4	+3	+3	+2	+2	+1	+1	-	-
18	+4	+4	+3	+3	+2	+2	+1	+1	-
19	+5	+4	+4	+3	+3	+2	+2	+1	+1
20	+5	+5	+4	+4	+3	+3	+2	+2	+1
21	+5	+5	+5	+4	+4	+3	+3	+2	+2
22	+6	+5	+5	+5	+4	+4	+3	+3	+2
23	+6	+6	+5	+5	+5	+4	+4	+3	+3
24	+6	+6	+6	+5	+5	+5	+4	+4	+3
25	+7	+6	+6	+6	+5	+5	+5	+4	+4

As an example, let's assume a 5th level MU has 15 Int. In the following table the number of Slots is the number of spells of each level that may be cast per day. The Bonus column indicates memorization bonus due to intelligence, and the left column shows the number of choices by level.

Spell Level	# Slots	# Bonus	# Memorize
1st	3	2	5
2nd	2	1	3
3rd	1	1	2

This bonus increases the MU's flexibility in spell choice, reducing but not eliminating the need to guess what spells to memorize prior to an adventure. It provides flexibility without giving free reign to the entire set of spell books.

In Summary

Spontaneous casting is the easiest alternate to understand. It has been play tested and proven to have no unbalancing impact for clerics and druids. However, the author has not considered it for magic users and illusionists as it is too much power given their spell lists.

Semi-Spontaneous casting for magic users and illusionists? Three options have been listed, the first of which has been play tested extensively. It is up to each DM to determine if this is something they want to try.

Note: when we play tested spontaneous spell casting and semi-spontaneous option 1, it was agreed by all that we'd try it. If the evaluation proved positive, we'd call it a keeper, and if not we'd not repeat it. It's perfectly fine to try a new rule for one or more sessions, and jettison the rule if it doesn't pan out.

Introduction to the AD&D Spell System

by Lenard Lakofka

Long time players of the game often forget how cryptic the spell system is to new comers

Vancian Magic

When the *Dungeons & Dragons* magic system was created it was like (though I do not know if patterned after is accurate) a system used in one or more books by Jack Vance. We referred to it as "Vancian" magic because of the parallel structure. I do not know if E. Gary Gygax (EGG) ever put this information in print anywhere.

The basic system is that a spell caster reads or prays for specific spells that he/she puts into memory. Rest is required before hand and each reading/prayer (meditation period) lasts for fifteen minutes per spell level. To load up a sixteenth level wizard (magic-user) or high priest (cleric) takes a LONG time!

If the caster's capacity was 4-4-4-4-4-2 (don't worry if that is a correct capacity) it would take 8 hours of rest to qualify for reading based on the 5th and 6th level spells. Then time is 1 + 2 + 3 + 4 + 5 + 1-1/2 hours or 16-1/2 hours of reading or praying.

Now we can say that it is possible but after 8 to 10 hours would a person get a bit weary? You can rule that way as long as you inform the caster that after a work day (10 hours or so) of reading or praying he/she might need a bathroom break, some food, and/or a nap. Short walks, additional rest or eating will not screw up the process but they will add a bit of time. A spell caster of 7th level and under can make a go of it in one sitting – most likely. It's up to you to decide if wizards, high priests and druids hit a fatigue wall at some point. It is also your obligation to inform your players of that decision on your part so they don't keep going, and then you rule that a particular spell might not be in memory correctly. That would be fun but sneaky if you don't tell them first that this could happen.

When I was teaching kids how to play *Dungeons & Dragons* (later *AD&D*) I used the following analogy for spell casting. Imagine that you have available a series of derringers, pistols and revolvers of various calibers and with various bullet capacities. At first level you are given a derringer that will hold one small bullet. There are a number of bullets to choose from. Some are etched or marked, some are different colors, some are one metal or another etc. Each bullet does one specific thing (spell). At second level you trade in your one bullet capacity derringer for one that holds two bullets. At third level you keep the two bullet derringer and add a second derringer that holds one slightly larger bullet. Thus you can't put a first level bullet in a second level derringer and vise-versa. The analogy continues all the way up to a special 357 magnum or perhaps a grenade launcher.

The point of the analogy is that you are a series of guns that each fires a specific size bullet(s). Using this comparison kids grasped the concept of once you load your gun that is the spell(s) you can fire from it. You can remove the spell and put in a new one (but only after four, six, eight or more hours of rest). Admittedly the rest period does push at the analogy a bit but you get the idea. If you put in the bullet called *Light* you can't get the *Magic Missile* bullet to fire because it's not in that derringer.

There are magic systems that let you pick any spell you know to cast as long as you have the energy (or whatever word you choose to use for the potential to cast spells) to cast it.

Choosing Initial Spells

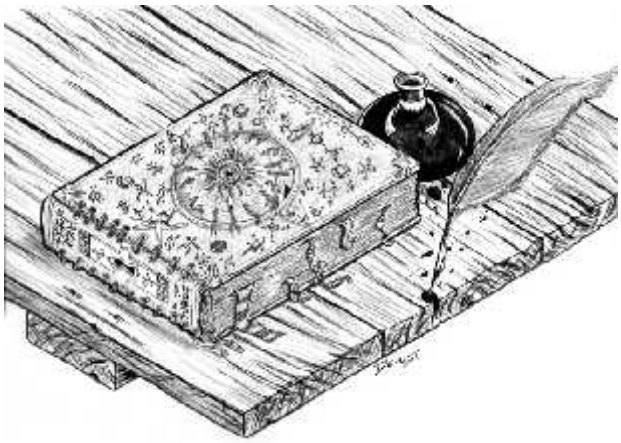
When determining the starting spells for a first level mage, you cannot use 3, 4 or 5 random rolls by category (type) of spell as suggested in some presentations. The reason is simple. What is in your mentor's book(s)? Perhaps augmented by a secondary nearby mage and his/her book(s). If a particular spell, let's say *Detect Magic*, is not in the available book(s) how can you dice for it? Instead your mentor and his known allies (if any) can only offer what is available. I would offer three spells presented by the mentor and then add 1 to 3 more that the mentor might allow his pupil to learn. This is more 'realistic' as well. The mentor guides the pupil's choices.

I also like the idea of the mentor augmenting the die roll to learn a spell in one of his own books by d8, d10 or d12! This gives the pupil a better chance as he works closely with his mentor over a period of 6 to 24 months to get the

pupil to first level. Yes it does take that long. There is reading and writing, copying as well as making gestures, pronouncing words and other related tasks.

Later on other spells can be augmented only if the mentor and pupil have significant time over and above simple training. Training should add a spell or two or three to the pupil's book. But that time at the beginning may not be available if the pupil is adventuring and only dropping in on the mentor for more training before taking off to find adventure again.

I also like cantrips. They were available in the *Dragon* before *Unearthed Arcana* (*UA*) and therefore they could be construed as part of edition 1, say 1.2, with *UA* being edition 1.5.



Amending the Table

The table **Intelligence Table II: Ability for Magic-Users** on page 10 of the *AD&D Players Handbook* has the scores for 10-12, 13-14, and 15-16 grouped. I prefer to spread the abilities by score.

Intelligence Score	Chance to Know a spell	Minimum Spells	Maximum Spells
9	35%	4	6
10	45%	5	7
11	48%	5	7
12	50%	5	7
13	55%	6	9
14	60%	6	10
15	65%	7	11
16	70%	7	13
17	75%	8	14
18	85%	9	18

As you can see from this chart the chance to fail is fairly high. Even an 18 intelligence has a 15% chance to fail. I've always allowed a mage to try a second time when he gets another promotion. At that time his/her chance is reduced by a flat 15%. If he/she fails the second time that spell is not learned.

You can screw up *Magic Missile*, *Sleep*, *Detect Magic*, *Web*, *Invisibility*, etc. Rather takes the wind out of your sails doesn't it? But with intense study I allowed an additional d8, d10 or d12 on the roll when the teacher and pupil take extra time before the final roll is made. This time is not really defined but if you can be shown and taught a spell in say two hours per level of the spell then intense training would triple that time per spell. This is a rule to play with.

Editor Note: The article *New Charts, Using The 5% Principle* was published in the column *Leomund's Tiny Hut* in *Dragon* #80. This article describes a 5% progression for the *AD&D* Attack, Saving Throw, and Experience Point tables – optionally replacing those tables published in the *AD&D Dungeon Masters Guide*.

Read Magic and Write

A player might ask do I need *Read Magic* every time I sit down in front of a book or attempt to read one of the spells on a scroll. It would waste a great deal of time to force such an issue. I can see using *Read Magic* the first time you encounter a new spell; even if your mentor is teaching it to you. But once you know the spell, even if you read it from another book or from a scroll I don't think you need *Read Magic* again. But that's me. Decide how you feel about this spell. I believe EVERY book given to a new magic user has this spell scribed into it, without exception. If you buy a blank book the first thing you do is write *Read Magic* into it.

But then what about *Write Magic*? I don't think that is in every book nor do I think every mentor may even know it! You can get out a pen and ink and write the text of the spell without the use of *Write Magic*. I seem to recall that *Write Magic* is faster than writing it long hand. Since it's a spell used to write other spells you should get something out of it and time is the most logical thing. Some DMs may say that scribing a spell the long way might produce an error in transcription. I disagree. If you know the spell you should be able to write it. However if you are copying a spell you do not know (long hand without a *Write* spell) then the chance of an error should be very small but should exist. I like 19 minus the mage's

Intelligence score as the percent chance of a transcription error. If an error is made the spell is useless and must be copied again. The test of the copy is to try to cast the spell after it's been copied.

We must remember that in *D&D* there was no *Write* spell. Therefore copying a spell had to be done the old fashioned way of copying from one text to another. I used 3 hours + 1 hour per level of the spell for copying. I also allowed the mage to leave the work for a nap, some food (not alcohol!), and to use the privy.

Write is much faster and therefore is a sought after spell for the magic user to acquire. If the mage uses shoddy cheap ink then he/she may encounter blotches, smears and errors. These problems might produce an usable copy in the mage's book. This percentage should be 7% per level of the spell (since the spell takes longer to write level of the spell equates to time spent copying it.

There is an argument that *Write* is **required** to write a spell a mage's book. However there are contradictions to that "rule". EGG suggested that spells be divided into three categories and that the mage's known list came from those categories. But is that is true then *Write* may or may not be selected. Ergo Write is not a required spell for a first level Mage.

Do you have to have the spell in memory when you write it? I like the answer yes but I'm not married to it. I could see copying it from another book line by line. Again, if it is a known spell I would not worry about errors.

Some may say the a spell in memory is the 'short hand' of the spell so that just being in memory is not enough to write the spell in the magic-user's book. That is a valid line of thought.

If the spell caster does not know the spell but has read it using *Read Magic* I'd let him write it in another book. But now time gets to be a problem, doesn't it? Can you read it and then sit there for a few hours and transcribe it? Here is where errors could pop up. The longer the unknown spell is the better the chance of errors. Especially if the author is attempting to copy an unknown spell from a level above his/her casting ability. That percent chance could be quantified.

Level(s) Above	Chance of Error
1	15%
2	30%
3	50%
4	80%
5+	100%

If there is an error, e.g., the transcriber screws it up, this means:

d100	Error
1-40	it's utterly useless
41-65	it's wrong. A series of things could happen involving diminished range, AoE, duration etc.
66-75	it's wrong. Something really awful could happen like range zero, duration one second or something opposite occurs.
76-80	it's wrong but you get something new that is "good" though perhaps slightly less that hoped for. A multitude of possibilities exist and the magic user could spend weeks refining the new spell to the point where it becomes usable and stable. This possibility is unlikely because the author is dabbling in a spell he does not know and cannot use.
81-00	Regardless of what the intent of the spell is take 6d6 point of damage immediately with no saving throw. This damage could be fire, explosion or electrical discharge. See if either of the books might be damaged or destroyed if this happens.

The Book

Magic user books must contain high quality velum or parchment. Ordinary paper may produce the same problem that cheap ink produces; an incorrect spell. Again 7% per level of the spell is a good standard.

The binding, cover, and back of the book should be high quality leather that could be produced from the hide of an exotic or magical creature. Books with dragon hide for example might have an additional saving throw bonus when certain types of magic or chemicals are used against the book. A bonus to save of +1 to +3 is reasonable depending on the age of the dragon and its type. (red fire resistant, blue shock resistant, etc.) Other exotic hides would yield other possibilities.

Books that have one or more gems embedded in the cover or spine can add to the book's quality: allowing a cheaper ink to produce a 5% error rate per level instead of 7%. Books might also have gold or silver corners adding to the price of the book and making it more desirable for thieves to steal. Such embellishment can add +1 to the saving throw of the book against some attack forms.

Gems and precious metal corners can also carry enchantments like: *Magic Mouth*, *Fire Resistance*, *Detect Magic*, *Detect Evil* or resist other spells. Resistance could

prevent spells like *Erase* or *Write* working in the book unless a trigger word is spoken to deactivate the protection.

Obtaining a Book

Books that contain high quality parchment or velum, are bound using good materials including well-made covers and spines, are not easy to find. Some could also have metal corners, decorated covers, embellishments using precious metals, polished stones and even centerpiece gems or gem patterns. Those better quality blank books would sell for a low (cow or goat leather covers with 48 to 64 pages of good parchment) for about 75 GP. The more elaborate and larger books could easily sell for 600 to 2500gp; (d20 x 100) + 500.

Plain books can add embellishments later but the actual covers and number of pages cannot change. Exotic hides would have to be available as the book is being made. Dragon hide, for example, could skyrocket the price by multiple thousands of gold pieces. Dragon hide and other exotic hides can add resistance to certain attack forms based on the breath weapon(s) of the dragon. The DM can set that resistance based on the dragon's age at the time of death.

Only large cities and perhaps a large monastery, convent or temple that copies texts and has extensive libraries, might manufacture blank books ready for the quill of the mage, cleric or anyone else who might wish to become an author, accountant, story tell or whatever. Not every book will contain spells or magical writings. A small village or town is highly unlikely to have a bookbinder of sufficient skill to make even a basic book that has a decent level of quality. Cheap and slip shod work cannot be used for magic spells. While one or two spells might transfer successfully the majority would fail.

It is conceivable that a higher level mage or cleric might have bookbinding in his/ her skill set. I'd expect such a spell caster to be 7th or higher level.

The magic-user-to-be's mentor might gift him/her with a first book. However, the mentor has every right to ask for some compensation as the magic-user begins to ply his/her trade. It is not unheard of for the mentor to demand repayment out of treasure from an adventure (by the way, that is true of ANY teacher or mentor regardless of class). Since an adventure often contains several people the mentor would be hard pressed to demand first choice of items found.

Book Protection

Level:	Magic User 4
Reversible:	yes
Type:	Alteration
Range:	Touch
Duration	Permanent until Dispelled
Area of Effect	One book
Components:	V, S, M
Casting Time:	One hour
Saving Throw	None

Book Protection is cast upon a high quality leather (or other good quality tanned hide) whose covers or spine either have at least two gems of 100 GP or higher value (a focus point for the spell) or four precious metal (gold or silver preferred but platinum, electrum or "true silver" can also be used). The four corners of the book, two on cover and two on the back of the book, are each decorated with this worked metal. Usually the metal has a design of some type that is replicated in all four corners. **Note:** that this spell can be used on books other than magic user spell books.

The mage touches each corner in turn for a round of chanting the spell. He or she varies the pattern of touching (saying the corners are 1 2 3 and 4: 1-2-3-4, 1-3-2-4, 4-3-2-1, 1-4-3-2 etc. until at least four different patterns are used. Once this has been done for a full hour the book is ready to receive a second spell. Common second spells are *Resist Fire*, *Resist Cold*, *Wizard Lock*, *Explosive Rune* (the force of the spell is directed away from the book in this case and the book is NEVER damaged by the discharge), etc. Other spells can be tried as allowed by the DM. *Dispel Magic* as if the caster of the *Dispel* were two levels lower can be used to remove the protection. The formula is versus the level of the mage placing the protection. Note: a friendly cleric or druid could place the protection spell on the book once it is ready to receive the magic. The protection spell must be applied within two hours of the *Book Protection* spell or the book is no longer ready to receive such protection.

Spells like *Lighten* can reduce the bulk of the book making it easier to carry, or reversed to make the book heavier that it was before without changing the item's actual physical dimensions in any way.

Lighten

Level:	Magic User 1
Reversible:	yes
Type:	Alteration

Range: touch
Duration: 1d4+1 days/level
Area of effect: one non-living object
Components: V, S, M
Casting Time: 1 segment
Saving Throw: special

Lighten can be used on any single object whether it has moving parts or not. *Lighten* will not function on living beings or the undead. The percent of lightening is 10% per caster level with a maximum effect of 80%. *Lighten* can be reversed to *Heavier*; adding up to 80% to the item's weight. **Note:** that the shape or bulk of the item is not affected by this spell.

Living and undead are never effected including animals, insects, birds etc.

Magic items obtain a saving throw verses either version of the spell. The save is connected to the potential of the item. A minor thing like an **Arrow +1** gets a +1 and nothing more. A **+3 Long Sword +3/+5 vs Undead** would get a saving of 8 (3 +5) taking into account its two types of damage potential. Other items would be ruled on by the DM.

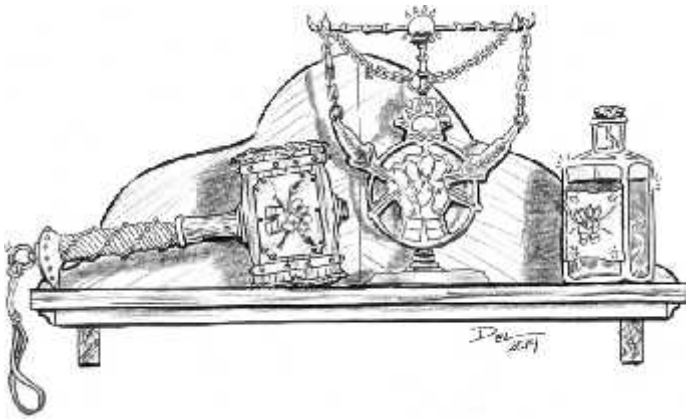
Books can have *Invisibility* or *Levitate* cast upon them in such a way that they will disappear or levitate upon command, then reappear or descend using another trigger word. *Invisibility* has no time limit while *Levitate* functions for 1 day/level. When the duration ends the book falls.

Editor Note: *In Mr. Lakofka's campaigns it is common that weapons have different pluses to-hit and damage, a* ***+1 Long Sword +3*** *is +1 to-hit and +3 damage.*

Pages used per spell

There is no hard and fast rule on how much space a spell will take up in a book. Cantrips most likely can be two to a page but First Level Magic would likely demand one full side of a single page. After that it's up to the DM to set the limits, if any, which are required for 2nd, 3rd, 4th and higher level spells. I see no reason why a spell might not cover 2 or 3 or even 4 pages in a book as the level of the spell goes up. This means that a 64 page book that has no more empty sides does not automatically contain 64 spells. [When I say 64 page book I mean 32 pieces of paper that have 64 sides.] Many books also have a title page and some might have an index.

Spells in books are not required to be in order by spell level after all. A book might have six cantrips on three pages, two first level spells on two more, a second level spell using a page and a half and another cantrip filling the last page. Blank pages or sides could be left in a book and used later. There is no rule saying the book has to be filled from page 1 to 2 to 3 etc.



Stopping a Mage from Casting Spells

If the mage is wearing a metal cap, suit of armor, manacles or other large amount of iron or steel he or she cannot cast spells successfully. Attempting any spell while wearing an iron or steel item will produce the following effect:

d%	Effect
1-45	take 3d6 of immediate damage with no saving throw, the spell is gone from memory
46-70	take 5d6 of immediate damage with no saving throw and knocked unconscious for 3d4 turns. The spell is gone from memory
71-75	take 7d8 of immediate damage with no saving throw and knocked unconscious for 5d8 turns. The spell is gone from memory
76-95	limited success but 1d4 damage with no save. Either range, AoE or duration will be affected
96-00	complete success with no side effects – a huge gamble!

Stopping a Cleric from Casting Spells

A cleric needs his blessed Holy Symbol to pray for spells. Sometimes the holy symbol is the material component for the casting of the spell but that varies by spell. So removing the Holy Symbol will have some effect.

A cleric can make a temporary Symbol of his faith out of miscellaneous materials that he or she can find at hand. It

cannot be made out of just anything so the DM may have to rule on what can and cannot be used. Most holy symbols are solid items like wood, metal or stone. Adding a gem or a gold/silver coin can be wise if coins or precious metals are available.

The ersatz Symbol of Faith would allow prayer for 1st and 2nd level spells in most cases. The DM can rule on this. 3rd and 4th level spells may not be available as the agent of the Deity may not 'hear' the prayer due to lack of a proper Holy Symbol. 5th and higher level spells are out of the question.

Druids can substitute various plants, berries, seeds etc. and create things like 'paintings or drawings' on the earth or even rock that is attached to the earth. Of course there are paramount plants used in prayer for druids, mistletoe, holly and maple leaves for example.

To actually stop casting of spells binding and gagging will prevent many attempts since somatic and verbal components could not occur.

A cleric or druid in desperate circumstances can invoke the name of his/her deity and attempt first and second level spells under any condition if the purpose of the spell is the heal, detect or produce light. Other low level spells are restricted especially those that could cause damage like *Cause Light Wounds* or *Heat Metal*.

There is much than can be said about training low level spell casters and their relation to their sponsor/mentor/teacher. My rule of thumb was that the teacher had to be two full levels higher than his pupil. He or she could, for example be 3rd level. He could teach a novice to become 1st and then 2nd level but could NOT bring his pupil up to his own level. Thus the relationship between the two will change once the pupil is almost the same level as the teacher.

Teachers can give the person a gift of a small item upon sending the pupil off on his/her first adventure or assignment. For a Magic-User that is usually a book, for Cleric a well-made Holy Symbol and for the Druid some Holly Berries and/or mistletoe.

It is not prohibited to give a vial or two of Holy Water, a +1 small weapon, a scroll or a potion. These additional gifts are generally valued at 2500GP or less.

Scroll of Suggestion

by Bryan Fazekas

This scroll appears to be an official pronouncement, personal message, or other type of innocuous document, and may be found in treasure hoards like any other scroll. But … the scroll is cursed and whoever reads it may be subject to carrying out the next normal suggestion heard as if a *Suggestion* spell was cast.

The victim is allowed a saving throw vs. Spell to avoid the *Suggestion*. This save is at -2 for somewhat dangerous acts, -4 for normal requests that involve little danger, and -6 for reasonable requests that provide no risk. The victim will not attempt any act that the character considers life threatening or suicidal.

The **Scroll of Suggestion** remains magical until the curse is successfully invoked. Characters who make their saving throw or hear a dangerous *Suggestion* will not activate the curse. *Detect Charm* will show a character is under the scroll's effect, and *Dispel Magic*, *Remove Curse* or stronger magic will negate it.

GP value 5,000; XP value nil.

Coin of Devouring

by Gabriel Hole-Jones

This cursed coin radiates both magic and evil, and is always either gold or platinum. It has a low intelligence, and is attracted to stacks of coins, its food source. The coin is smart enough to eat scarcely enough coins to survive, to conceal its true nature. When an adventurer finds this coin and puts it in their pouch, the curse activates. The coin is bound to the PC, returning if discarded, like a cursed sword. When put away, other coins are slowly pulled to the coin and it promptly eats them. This is done so quietly that characters are likely to hear it. The coin gets fatter with each coin it eats, eventually becoming an obese monster which bites: Mv 3"; AC 5; HD 2; hp 16; # Att 1; Dmg 1d4; Int Low.

The curse ends with the death of the host, the death of the coin, or *Remove Curse*.

Note: If you are running a humorous campaign, then if this cursed coin is put in a bank vault then it may open when the PCs arrive, starting with a massive burp and revealing a colossal coin. Also, it is rumored that there are similar objects that are gems, scabbards that eat swords etc. .

GP value 2,000; XP value nil

The Perils of Psionic Blast

by Ian Slater

(or how I learned to love Lovecraftian Mind-Hoodoo)

My current campaign was dreamed up one night with an *AD&D Deities and Demigods* and a series of modules from the *Isle of Dread* to the *Slavers* to the *Giants* to *Lolth* in front of me. I was looking for a thread to knit them together, and it ended up being the Cthulhu gods. Lolth has formed a pact with the Cthulhu gods –in exchange for giving her knowledge of how to bring eternal night to Greyhawk, she will help the gods cross over to the PMP (she wants eternal night so the denizens of the Underdark can take over the Overworld).

So there is a lot about inter-dimensional magic in my game. Pearls are important components in inter-dimensional magic, and the party is off to find a large one on behalf of a benevolent king. There are a lot of illithid's as they are agents of the Cthulhu gods and the gods themselves aren't around yet. The ancient ones arrive later, for now the mind flayers are their foot soldiers.

The Lovecraftian gods are sort of pre-life, pre-reality kind of gods, they don't think linearly or have comprehensible motives. You would curl up into a bowl of primordial goo if you even caught whiff of one, they would trigger your most primal "bug room" reaction at sight. So the illithids will be important intermediaries. However, upon review I didn't like how psionic blast worked as written, since illithids are so crucial to my game the impacts from this power have to be strong, particularly the impacts on non-psionics. But they can't be too strong either…

So what's wrong with the power as written?

First: It's Too Weak!

The saving throw needs to be reworked. BtB, you combine your intelligence and wisdom and consult a chart to determine your save. Keep in mind that wisdom and intelligence are mostly fixed, established at 1st level, and tied to class minimums, so the psionic blast will work as well against a 1st level character in most cases as it would against a 10th (barring magic items and such that would have a bearing).

It is thus instructive to look at the ability minimums for PCs in wisdom and intelligence to see how this would shake out in game. In cases where there is no listed minimum I will assume an "average" score of 9 (round brackets, e.g., (I13/W14) will indicate class minimums in an ability, square brackets, e.g. [I9] indicate an assumed average score).

Class	Min I/W	Total I/W
Rangers	(I13/W14)	27
Illusionists	(I15)[W9]	24
Monks	(W15)[I9]	24
Paladins	(I9/W13)	21
Druids	(W12)[I9]	21
Assassins	(I11)[W9]	20
Magic Users	(I9)[[W9]	18
Clerics	(W9)[I9]	18
Fighters	[I9/W9]	18
Thieves	[I9/W9]	18

Rangers, who knew?

Interestingly the original table has a +1 for MUs and a +2 for clerics. That monks and assassins beat magic-users and clerics is certainly fodder for further conversation.

But what is also interesting about this list is the saving throws it produces. Let's take three samples.

At the bottom of the list are all the core classes. With a combined score of 18, and ranges of S (2"), M (4") and L (6") for psionic blast, that gives them a saving throw of 12 at short range, 11 at medium and 10 at long range. Clerics are also listed on the standard table as having a +2 on saves, and magic-users +1. And this is all with minimum scores.

At the medium point in the list are monks and illusionists, who score 24, which produces a save distribution of 10, 9 and 8 respectively. At the high end of the scale is the mighty ranger, who scores 27, giving him or her a save distribution of 8, 7 and 6 respectively for S, M and L range.

So my main concern here is that the saves for psionic blast are far too easy, both the base scores and the adjusted scores for M and L range. Remember, these are the saves for first level characters.

Second: It's Too Strong!

One possibility here is that I am misreading the respective charts and rules concerning psionic blast. In particular, the PHB (p 117) notes that,

"Psionic combat takes place at a rate of 1 exchange per segment, 10 exchanges per melee round".

So this implies that the psionic creature would get 10 attacks per round against a non-psionic opponent. Knowing this, let's go back to our ranger for a moment. Say the illithid attacked the ranger with a psionic blast. The ranger would have to save 10 times, once for each attack. At short range the ranger would succeed in his save 65% of the time. The ranger would thus have a:

(65%x65%x65%x65%x65%x65%x65%x65%x65%x65%)= 1% chance of making all of these saves.

So if it is assumed that psionic blast can be used 10x per round against a non-psionic, it becomes far too powerful.

What I'm looking for is something in between.

So what are the guidelines?

IMHO, any mind touch inspired by Lovecraft is going to have to have three potential impacts at minimum

A. Kill you

B. Terrify you at a primal level

C. Make you barking mad (break your brain)

That's what I'm shooting for.
Balancing the Blast: Psionic Blast Reconsidered

I'm happy with combining INT and WIS to get your basic score, that's BTB and it can stay.

I would like to see something to recognize level in this, surely the mental discipline that experience in your class function gives you should matter to your ability to protect your mind. BtB level is irrelevant, except perhaps that you will be more likely to have a magic item to protect you.

I ditch the range modifiers to the saving throw entirely. Keep the range, but there is no difference in save for distance. Its Cthulhu mind hoodoo, no need to respect limitations of the physical plane, and one less modifying factor.

The saving throw dice adjustment table on page 78 of the DMG can stay as is, with the additions that every 5 levels of experience gives you +1 to your save, being under the

influence of a fear spell will give a -4, and being polymorphed or shape changed while hit suffers a -3 on saving throws (being in a different physical form makes you more vulnerable).

Same procedure, victim rolls a saving throw with modifiers and if they fail consult the impact chart. Note that monsters add their intelligence to their wisdom based on the table on page 78 of the DMG.

For impacts, I took some time to figure out something fun. I decided to take the existing impacts from a psionic blast on a defenseless psionic and psionic blast on a non-psionic and combine them for the general psionic blast on a non-psionic:

Defenseless psionic: Confused, dazed, idiocy, loss of psionics.

Non-psionic: Death, Coma, Sleep, Stun, confuse, enrage, panic, feeblemind, permanent, temporary and mild insanity.

Confused is repeated, stun and daze seem conceptually redundant, so do idiocy and feeblemind, I dropped the mild insanity and fleshed out the temporary insanity with the insanity section of the DMG. Panic was re-designated "horror". Some of the descriptions were tied to spell descriptions for effects, some needed to be specified, e.g. converting consequences like "loss of psionics". I moved permanent insanity into a special case of temporary insanity.

This gives me: Death, coma, sleep, stun, confuse, loss of class ability (LCA), enrage (primal), horror, feeblemind, temporary insanity.

That's 10 options. The Psionic Blast upon a non-Psionic Table on pg 78 of the DMG has 11 options. Close enough.

I expand the insanity result in two ways, to include the information from the DMG on insanity, and expand those DMG entries to make them more gameplay relevant (they apply to long term afflictions as written).The insanity is from a psionic blast, so it has exaggerated effects and decent duration, this is supposed to be horrific, mind toasting stuff, so it should have some strong consequences. In each of these cases the psionic blast from a mind flayer has overwhelmed the mind with a horrific wave of "otherness", insanity is the brain's reaction to an utterly alien force that cannot be contained. Mechanics

Psionic Blast on Non-Psionic

1. Combine intelligence and wisdom for the victim.

2. Victim makes saving throw based on I+W, the save is taken from Table 2 with the modifiers from Table 1.

3. If the save is failed consult Table 2, with the victims combined WIS and INT, and roll a d6 to determine impact. Note that a result of temporary insanity will require a separate roll for the specific variety on table 3.

Table 1 - Saving Throw Modifiers

Additions	Subtractions
Magic-user +1/ Illusionist +2 *	Panicked -1
Cleric +2	Enraged - 1
Elf +2	Confused -2
Intellect Fortress in 10' +2	Hopeless -3
Mind blank spell +2	Stunned -3
Dwarf +4	Polymorphed or Shape Changed -3
Halfling +4	Under influence of *Fear* spell -4
Helm of Telepathy +4	Using Psionic related power -4
Tower of Iron Will in 3' +6	Using ESP device -5
Mind Bar +6	Feebleminded xx
Every 5 levels of experience +1	Insane XXX

* optional, as illusionists are specialists in mind impacting magic.

Table 2 - Psionic Blast Effects on Non-Psionic

Combined I + W	Impact (roll 1d6: 1-2 / 3-4 / 5-6)	Saving Throw
0-5	Death / Coma / Sleep	20
6-9	Coma / Sleep / Stun	19
10-13	Sleep / Stun / Confusion	18
14-16	Stun / Confusion / Horror	16
17-19	Confusion / Horror/ Enrage	15
20-23	Horror/ Enrage / Feeblemind	13
24-26	Enrage / Feeblemind / Loss of Class Ability	12
27-29	Feeblemind / Loss of Class Ability / Temporary Insanity**	11
30 and up	Temporary Insanity	10

** Temporary insanity roll on Table 3

Table 3 - Varieties of Insanity (d12)***

Value	Description
A	Catatonia
B	Dementia Praecox / Melancholia
C	Hallucinatory Insanity
D	Obsessive/Compulsive
E	Homicidal Mania
F	Lunacy
G	Mania/Manic-Depressive
H	Megalomania / Delusional Insanity
I	Paranoia
J	Sado-Masochism
K	Schizophrenia
L	Suicidal Mania

*** Note that any unmodified saving throw that is failed by 4 or more makes this insanity permanent.

Explanation of Main Table Impacts

1. Death - obvious
2. Coma - 2-12 days, baseline life functions, all attacks against do max damage, optional for coup de grace (DM's discretion).
3. Sleep - as spell without HD restrictions (works on those immune to sleep and charm magic), duration 4 turns.
4. Stun - unable to attack or defend for 2-8 turns
5. Confuse - As the spell confusion, duration 1-4 turns
6. Horror - victim immediately runs terrified, no rational thought is possible, no spell casting, no appeals for help, just sheer primal terror. The victim will run at top charging speed for one turn, losing all dexterity bonus to AC and being +2 to hit. At the end they must make a system shock or collapse in exhaustion for 2-4 turns.
7. Enrage – For 2-8 rounds the recipient becomes berserk, attacks closest being at a + 2 on the "to hit" dice, +3 to damage, and gives a temporary +5 hit points to the enraged. The recipient will fight without shield, and without regard to their safety.
8. Feeblemind - This lasts until a heal, restoration, or wish is used. The creature's combined intelligence wisdom is in the 0-5 range when so affected. All memory of spells is gone, and the affected creature cannot attack or defend in any way. This is the drooling idiot impact.
9. Loss of Class Ability - victim loses their primary class ability for 1 turn: fighters – full NPP applies to all weapons used, clerics - praying for or casting spells, magic users – spell casting, thieves - PP/HIS,, etc. If hit by loss of class ability again, another primary or if necessary secondary ability is neutralized: e.g. for fighters multiple attacks per round, for clerics turning undead, for magic-users ability to use magic-user only items, for thieves backstabbing, etc.
10. Temporary Insanity - see below

Explanation of Insanity Impacts

Note: Unless permanent, all impacts, except where stated are 2d6 weeks in duration.

A. Catatonia: When struck with this form of insanity, the character completely withdraws from reality. He or she will sit staring and unmoving, will not react to any outside stimuli, and will eventually die of dehydration if left alone. The catatonic individual can be moved, led around, fed, and so forth; but he or she will do nothing personally. If continually provoked and irritated in order to get a response, there is a 1% cumulative chance per round that the insane individual will react with homicidal mania (+2 to hit, +2 to damage). Once provocation ceases, catatonia returns.

B. Dementia Praecox/ Melancholia: The afflicted character will be quite uninterested in any undertaking when suffering from this form of madness. They will do simple, obvious things like eat and sleep, but otherwise will seem detached and uninterested. Loss of AC dexterity benefits, unwillingness to attack or defend, no spell casting, etc.

C. Hallucinatory Insanity: The victim will see, hear, and otherwise sense things which do not exist. The more exciting or stressful the situation, the more likely the individual is to hallucinate. Common delusions are: seeing ordinary objects which do not exist, people nearby or passing when there are none, voices giving the afflicted information or instructions, abilities which the character does not really have (strength, sex, wings, etc.), threatening creatures appearing from nowhere, etc.

D. Obsessive/Compulsive: The victim will become fixated on a specific task that they were doing when the psionic blast hit. They will pursue that task, no matter how mundane or exceptional, exclusively for 1-4 turns.

E. Homicidal Mania: The individual afflicted with this form of insanity will be obsessed with the desire to kill. This desire must be fulfilled immediately. The victim must be humanoid. If prevented from killing, the

frustrated individual will become uncontrollably maniacal and attack the first person he or she encounters, wildly seeking to slay. Homicidal mania will last for 1d4 turns.

F. Lunacy: This violent and often homicidal state occurs whenever the moon is full, or nearly full. The afflicted character will generally behave as one in a maniacal state, with paranoid (q.v.), hallucinatory(q.v.), or homicidal (q.v.) tendencies while the moon is out. When the moon is absent or in its first or last quarters, the afflicted will be melancholic.

G. Mania/Manic-Depressive: This alternating insanity form causes the afflicted to swing from one state to the other, potentially every turn. When excited or threatened the afflicted is 90% likely to become maniacal: The insane character will shriek, rave, and behave in a violent manner, possessing a crazed strength (+2 to damage), and the maniac is unreasoning when spoken to, but he or she will possess great cunning. When disappointed or frustrated the character is 90% likely to become highly melancholic. Mania will last for 1d4 turns, melancholia for 1-4 hours. Manic characters will usually attack the proximate causes of vexation, or the closest target.

H. Megalomania / Delusional Insanity: With this condition, the insane character will be absolutely convinced that he or she is the best at everything, best in their profession and everything else, arrogant and overconfident. The PC will be impervious to fear, lose their Dex bonus to AC as they will not try to dodge, will take a -1 penalty on saves, and will have a tendency to do horribly stupid things, making regular wisdom checks (when appropriate) to avoid doing really risky stuff. As the DMG says, (This one is VERY dangerous.) 1 in every 4 instances of megalomania will be cases of delusional insanity: similar to megalomania, in this state the deluded will be convinced that he or she is a famous figure or monarch, demi-god, or similar personage. Those who "fail" to recognize them will incur great hostility. They will have a tendency to incite hostility, which has the potential for tactical disaster. They will be +1 to hit and damage in addition to the modifiers listed above.

I. Paranoia: Those afflicted become convinced that "they" are plotting against him or her, spying, listening, and always nearby, he or she will "realize" that the plotters are actually after his or her life. Paranoids will trust absolutely no one when the affliction has advanced, regarding their former close associates and friends as their worst enemies. When hit by this effect they will (roll d6): (1-2) flee immediately as in Horror above, (3-4) cast defensive spells, activate defensive magic items, assume defensive positions, etc., (5-6) immediately attack the closest individual in range.

J. Sado-Masochism: This form of insanity is coupled with maniacal urges and behavior. The afflicted individual is equally likely to be in a sadistic or masochistic phase (roll d6, 1-3 sadistic, 4-6 masochistic). In the former, he or she will have an obsessive desire to inflict pain (and probably death) upon whatever living being around them they believe to be the weakest. When in a masochistic state the afflicted individual will have an overwhelming urge to be hurt and will act accordingly, attacking the most powerful opponent they can find but not defending themselves (shields are abandoned, defensive magic items discarded, no dexterity bonus to AC, -3 on saving throws). Note that friends and associates do not matter to the afflicted individual, nor do enemies.

K. Multiple Personality Disorder: This form of insanity has the well-known "split personality" trait. From 1 to 4 separate and distinct personalities can exist in the target. Each personality is very different, and the DM should take over the character when they are in anything but the original personality. Alternate personalities should be different in one of several ways: gender, age, class, race, this can be randomly determined. The PC will behave appropriately to the new personality in question when it is in effect, and new personalities last for 1-4 turns until they change randomly. Attack and defence possibilities are shaped by the personality in question. So if a PC fighter developed the personality of a magic-user, they would attempt to cast spells (unsuccessfully).

L. Suicidal Mania: This form of insanity causes the afflicted character to have overwhelming urges to destroy himself or herself whenever means are presented - a perilous situation, a weapon, or anything else. The more dangerous the situation or item, the more likely the individual is to react self-destructively. Use a scale of 10% to 80%probability, and if the afflicted does not react suicidally, then he or she will become melancholic for 1 to 4 turns. If he or she is frustrated in suicide attempts, then the character will become maniacal for 2 to8 turns, and then fall into melancholy for 2 to 12 turns.

If these impacts are permanent (the unmodified save is failed by more than 4), please consult the DMG for further details.

That's the mechanics of it, it is more powerful in its effects, and the insanity results are cleaned up, but the mechanic is the same.

I will run a few examples now to show how it works.

Examples:

A 6th level ranger with an intelligence of 15 and a wisdom of 14, total 29, base save 11,+ 1 on save due to his level, so 10. Rolls 7, fails. Table 2 consulted for effects, 5 is rolled, loss of class ability is result. Ranger takes the full NPP on any weapon used, for one turn.

11th level paladin with an intelligence of 12 and a wisdom of 13, and a helm of telepathy, that's a score of 25, base save of 12, with a +4 for the helm of telepathy and +2 for level, needing a 6. He rolls a 5, fails, rolls on table 2 for effects, gets a 2 for enrage, and becomes berserk, attacks closest being at a + 2 on the "to hit" dice, does +3 hit points of damage, and gets a temporary +5 hit points.

A 14th level thief with an intelligence of 11 and a wisdom of 9 drinks a **Potion of ESP**. He has a base score of 20 needing a save of 11, he's a Halfling so he gets +4 to his save, he is 14th level, so he gets an additional +2, unfortunately the ESP gives him a -5, for a required save roll of 10, he rolls a 5 and fails. He rolls on table 2 for effects and gets a 2, horror, runs at top charging speed for one turn, losing all dexterity bonus to AC and being +2 to hit. Makes a system shock roll at the end and fails, collapsing prone from exhaustion for 3 turns.

A 3rd level magic user with an intelligence of 18 and a wisdom of 11, total score 29, base save 9, +2 on save as he is a MU, so he needs a 7. He rolls a 2, fails, and rolls a 6 on table 2 and gets temporary insanity. He rolls on table 3 and gets sadism, and immediately identifies the weakest member of his party, walks over to him and helps him up, delivering a shocking grasp to his hand. He then takes out his knife to cause him further pain...

A 12th level MU summons a werewolf with an average intelligence (intelligence 8-10, rolls and gets 9), and wisdom per DMG pg 79 (wisdom 3-13, rolls and gets 4) giving him a score of 13, saving throw 14, he rolls a 9, fails. Roll on table 2 for impact, puts the werewolf to sleep.

That's it.

This should put some oomph back in your Lovecraftian horrors, and make the party a lot more wary of those squid headed dudes in long robes at the back of the ship …

Jaetar's Cloak of Mourning

by Ian Slater

This cloak appears to be a plain, dark black cloak of simple materials. When a living creature dies in the presence of the cloak (40' radius), if the wearer chooses all of the creature's allies in the area must make a saving throw versus Spell or collapse prone in sorrow for 1d4 rounds, granting attackers +4 to hit and inflicting double damage. Spell casting will be impossible, though if they are attacked they may defend themselves, reducing the penalty to +2 to hit and +2 to damage, but this is only possible if they are attacked. Otherwise they will stay prone for the duration of the effect. This power may be used twice a day. Usable by: C, M, I

GP value 10,000; XP value 3,000

Wand of Thorns

by Andrew Hamilton

This wand, about 14" to 18" in length and 1/2" in diameter, has at least a dozen large sharp thorns along its length. The wand of thorns can be used as a combination slashing and clubbing weapon (striking at +1 to hit, and causing 1d4+1 hp of damage). This physical attack expends no charges. The wand of thorns may also be used to:

- Thorn Spray (@ level 9, 1 charge)
- Thorn Whip (@ level 9 1 charge)
- Wall of Thorns (@ level 12, 2 charges)
- Spike Growth (@ level 12, 3 charges)

GP value 30,000; XP value 4,000

Greater Faeries

by Andrew Hamilton

This article is the first part of a multi-part series that describes the Greater Fae and their culture, their home in the Otherworld, and the magic they use. I owe much of my inspiration to Jon Turcotte, as his adventure *Red Tam's Bones* (available for free download at the *Dragonsfoot* website) used faeries and the Otherworld. His concepts fired up my imagination, and had me reinventing aspects of my own campaign world. I was pretty happy with a very loose approach, preferring flexibility over exactitude. However, bouncing ideas off of some of the other & regulars got me to work filling in some blanks with things that were in my head and not on paper, and a short article grew, and grew and grew.

Author's Background

The official 1E monster resources have a fairly wide range of faerie-type monsters described in their pages (especially if you apply a very loose taxonomy like I do and roll in hags, fomorian and firbolg giants, svirfneblin, and reconceive the cultures and heritage of drow and duergar, etc.). However, while these creatures are tough, especially if well played and in a situation where they are able to use all of their magical and natural abilities, they aren't the "heavy hitters" that I imagine faerie "nobility" should be.

Not surprisingly, the take I have on faeries is inspired more by novels like the Dresden Files and the Iron Druid, and less by fiction aimed at 4 year old girls. As a result, I want magically powerful, tough and dangerous faerie "nobles" that I can use as puppet masters, masterminds, and opposition.

I started with the drow, and tried tinkering with them. However, as I had envisioned faerie nobles that were all unique individuals, I was disappointed with the results of the re-imagining. I thought about modifying the cambion, from the AD&D Monster Manual II, *and then stumbled upon the "hordling" entry in the same book. That provided a little more inspiration. While it's a lot more work, having a series of random tables available to a DM allows them to design faerie nobility that are each unique and more physically and magically powerful than their lesser kin.*

I also need to point out that I use a very loose definition of "fae" and "faeries". For example, I consider green hags, firbolgs, and formorians to all be part of the "fae" extended family. On any given day, trolls are in or out. That sloppiness and inconsistency will probably drive those who have a good understanding of Celtic mythology and the other historical faerie/seelie mythologies a little crazy. I make no apologies for this. I want to have a big mixed up and unpredictable bag of "faeries" to keep player on their toes, give me maximum creative flexibility, and give me more options around the "baddies" I can bring across from the Otherworld.

Description

When the average adventurer hears the term "faerie", they often think of sprites, pixies, brownies and similar creatures. Only those well-steeped in faerie lore (such as some druids or elves), or with the misfortune of experience, are aware of the presence of the Greater Faeries, entities also sometimes known as "true faeries".

The Greater Faeries are a race of diverse, magically capable entities. They seem ageless, and seem to slip in and out of the "mortal realm" with ease. Their home realm, referred to by a variety of names (such as the Seelie and Unseelie Courts, the Otherworld, the Never-never, etc.) seems to be some type of an alternate Prime Material Plane or even an alternate Ethereal Plane. This realm lacks both iron and salt, and the touch of either substance is harmful to greater faeries. Cold iron weapons cause twice the normal base damage (steel does not have this benefit, as its essence has been "tainted"), and a handful of salt or salt water causes 1d6+1 hp of damage to a Greater Faerie. All Greater Faeries are able to pass through the "veil" (the boundary between realities) and visit the mortal realm.

Most Greater Faeries see mortals as lesser creatures, and have the tendency (shared with pixies, leprechauns, etc.) to treat mortals as the victims of various pranks, practical jokes or other manipulations. Faerie-kind tends to be very independent and free-willed, chaotic in nature, despite the fact that their society is seemingly governed by a complex set of rules based on obligations and reciprocity and restrictions on lying. Of course, the chaotic nature of these creatures is expressed in the manner in which they carefully choose their words,

shade the truth, and seek to pervert any instructions or orders. It can also be said with a certainty, if mortals ever begin to think they understand fae society, they are wrong.

Greater Faerie Base Attributes

Frequency:	Very Rare (Unique)
Armor Class:	9 to 4 (10 – d6)
Movement:	12"
Hit Dice:	1d4+4
Magic Resistance:	10 to 20% (2d6+8)
Special Attacks:	surprise foes 3 in 6
Special Defences:	glamer, surprised 1 in 6, pass through veil (2/day *)
Special Weakness:	suffer double damage from cold iron weapons, salt or salt water causes 1d6+1 hp of damage
Strength:	2d4+6
Dexterity:	1d8+10 (note, the base Armor Class may be further improved by high Dexterity)
Constitution:	2d4+6
Charisma:	2d6+6
Comeliness:	2d6+8 (plus Charisma bonuses)

* Lesser Nobles and Nobles may cross a veil 4 times per day. A common Greater Fae may carry 200 lbs with them, typically able to take a person. A Knight may carry 300 lbs, a Lesser Noble 400 lbs and a Noble 750 lbs.

Unearthed Arcana, Comeliness, and Faeries

I don't use Comeliness in my campaigns. In general I don't find it adds anything to the game. However, the fascination effect associated with high Comeliness scores is exactly the type of effect that I wanted the beauty of the immortal Greater Faeries to have on mere mortals. So, I use the Comeliness rules for mortal/faerie interactions (and for those interactions only). If you can't even bring yourself to use that much of Unearthed Arcana, then give the Greater Faeries a "charm person" ability, and assign escalating saving throw bonuses and bonuses against any resistance (such as the elven resistance vs. charm or even magical resistance) for increasingly powerful faeries.

Hierarchy Adjustments

Common Fae (no adjustments)

Knight (+2 HD, -2 to AC, +2d4% to Magic Resistance, magical weapon or armor** (1 of), +1 to intelligence roll*, +1 spell-like power)

Lesser Noble (+3 HD, -2 to AC, +2d4+4% Magic Resistance, +2 to intelligence roll*, magical weapon or armor**, magical item***, +1 spell like power (usable 3/day), +1 physical power, +1 noble power(usable 2/day))

Noble (+4 HD, -2 to AC, +2d6+6% Magic Resistance, +3 to intelligence roll*, magical item***, magical armor** & magical weapon**, +2 spell like powers (usable 3/day), +1 physical power, +2 noble powers (usable 3/day))

Adjustments for the True Nobles are not provided; these entities are unique and powerful enough that each should be "hand crafted" by the DM, with a specific role and purpose in mind.. At the very least, the True Noble should be as powerful as the most powerful Noble Fae.

Notes:

* on the table "Intelligence" below

** Knights are more likely to have a magical weapon than armor (75%/25% respectively), and there is a 75% chance that their weapon is faerie magic (described below), but only a 25% chance that their armor is of faerie manufacture.

** Lesser Nobles and Nobles will have magical armor and weapons of faerie manufacture, but may (20%/35% chance for Lesser Nobles/Nobles respectively) also have an item seized from a mortal which they value and carry as a "trophy".

*** Magical items are a permanent magical item of mortal manufacture.

Some of the terminology used here may be confusing. All of the fae described here are "Greater Faerie", but within that general category are confusing names such as "Common Fae". The "Common Fae" are by no means "common" in terms of frequency of encounter nor magical abilities. But within their species they are the most commonly encountered.

The general hierarchy of fae includes the following.

- Common Fae
- Knights
- Lesser Nobles
- Nobles
- True Nobles

Despite being called "**Common Fae**", the lowest members of the Greater Faerie hierarchy are not common, and should not be considered weak or powerless. They tend to be magically powerful, and are often fearsome combatants and tricksters. They are "common" only in that they are not nobility, nor have they sworn oaths of fealty or service to Faerie Nobility.

One could be excused for thinking that "**Faerie Knights**" were soldiers or militant members of the faerie hierarchy. This is a common mistake, owing to the human connotations of the word knight. In truth, a faerie Knight is merely a common Greater Fae that has sworn an oath of loyalty to a member of the faerie nobility, and received a small boost in power as a result. In the mortal realm, Faerie Knights are commonly encountered undertaking some errand or task for their Lord or Lady; one must be cautious in ascribing motives to a Faerie Knight however, they (like all fae) are normally juggling their order with personal goals, making them appear erratic and unpredictable.

The "**Lesser Nobles**" of Greater Faerie-kind have powers well beyond those of mortals, or even common Greater Fae. One must be very careful when dealing with them, as they tend to be of above average intelligence and quite dismissive and disdainful of mortals (including elves) – normally seeing mortals as playthings. The Lesser Nobles are also normally in service to a Noble or Greater Noble, and scheming to join their ranks. Lesser Nobles will often have servants, either their own or a band of retainers entrusted to them by a Noble or Greater Noble.

"**Noble Fae**" are relatively rare, quite powerful and often served by a few (1d4-1) Lesser Nobles and always by a handful (1d4+4) of Knights. While they have servants, they in turn serve even greater fae (the Great or True Nobles). Noble Fae are jealous of their positions, and maintain rivalries (typically petty, but occasionally deadly) with other Nobles. They actively seek to "defeat" their rivals (humiliation being the preferred method of defeat), and will use mortals as cat's paws whenever possible (as doing such seems to somehow generate more "points"). All Noble Fae are intelligent, with diverse magical abilities. They should never, ever be under-estimated; nor should they be trusted (even those of good alignment).

The most powerful of the Greater Faeries, the "**True Nobles**" defy simple description. There may be dozens of True Noble Fae, but there are certainly less than one hundred of them. The True Nobles are each powerful enough to demand and maintain the service (and occasionally loyalty) of a handful to a dozen or more Noble Fae, in addition to scores of Lesser Nobles and Knights. These unique entities command magical abilities that make them the equal of Demon Lords, arch-devils, demi-gods and Elemental Princes. Unfortunately for mortals, the True Nobles take great pleasure in using mortals as playthings; fortunately they work through intermediaries and seemingly have little desire to extend their dominion over mortal realms.

All of the Noble Fae, from Lesser to True have realms; these realms might be quite small (a grove of trees, a tower by a pool, etc.) or quite large (an entire valley or watershed). Obviously, Lesser Nobles have smaller realms, and True Nobles have larger realms. The realms also tend to overlap. A Lesser Noble's realm may be within the boundaries of a Noble's realm, and a True Noble's realm may encompass a handful to a dozen Nobles' realms. The concept and geography of these realms is quite important; while within their realms, Noble Fae have additional powers, as they are truly "masters of their domains". These powers reflect the tie between Noble and realm; and they come with a trade-off; great power at home, weakness outside their boundaries. As a result of this tie between Noble and Realm, Noble fae have a tendency to stay close to home.

What About Summoning?

One of the & creative team wanted to give these guys a 'Summon Faerie' ability similar to the gating ability of demons and devils with incremental increase in power up the hierarchy. Faeries summoned can be of the MM and MMII mortal variety, with the nobles having a chance of 'gating' in greater fae such as commoners and Knights.

This really doesn't quite fit the concept that I had for the Greater Fae, fiercely independent and free-willed entities living in a complex society of obligation & counter-obligations. I'd see a summoning turning into a daylong negotiating session of "what's in it for me". Of course, the entire point of articles like this is to give DMs options, so if you want to give your Greater Faeries a gate ability, let them summon 1d4 or 2d4 of their lesser kin 1 to 3 times a day. Perhaps tie the type summoned to the Greater faerie's heritage (see below).

I did give one of the example Greater Fae, a True Noble, summoning abilities. I figured an entity of that power gets to defy the norms.

Glamer

All Greater Fae are capable of a glamer, essentially a powerful, innate version of *Change Self*. Unlike *Change Self*, the fae is able to alter their appearance at will, and even have their appearance subtly (or dramatically) change during the course of a conversation. Unlike a spell, the glamer cannot be dispelled by dispel magic or dispel illusion (although it will fail within the confines of an anti-magic shell). The glamer is constant, as long as the Greater Fae is conscious, making it nearly impossible to determine their true appearance.

Fae are well aware of the effects physical beauty has on mortals, and they often use their glamer to increase their beauty (Comeliness) so as to fascinate mortals. Common Greater Fae are able to increase their Comeliness by +2 points with their glamer, Knights by +3, Lesser Nobles by +5, and Nobles by +6 (up to a maximum of 25.

Faerie Heritage

The Greater Faeries seem to have common ancestry, or at least common traits with the various faerie races. Whether this is because the Greater Fae were the origin of the faerie races, or because the Greater Fae arose from the ranks of the "lesser" faerie races is unclear (and will probably never be established by mortals). Regardless, the "heritage" of a particular faerie manifests itself in various abilities and traits that an individual Greater Faerie will display – part of what contributes to each Greater Faerie being unique. To generate unique fae, roll on (or choose from) the following tables as indicated.

Heritage: roll on the *Fae Heritage table*.

Intelligence: The intelligence varies dramatically, although in general those higher in the hierarchy are more intelligent. Roll on the *Intelligence/Wisdom table*, and see the intelligence adjustments previously noted. Note that their wisdom is somewhat tied to the intelligence.

Magical or Physical Nature: Every Greater Faerie has a predilection to either magical or physical natures. A rare few combine both within themselves. Roll on the *Physical or Magical Predilection table* to determine the predilection.

Physical Nature: Those with a Physical predilection will have 1 to 3 superior physical attributes or traits. Roll next on the *Physical Powers Count table* to determine how many, and then on the *Physical Powers table* to determine which one(s). If the same Superior trait is rolled twice, either increase the bonus if that makes sense, or re-roll until a non-duplicate is achieved.

Magical Nature: Those with a Magical predilection may have any of a diverse set of powers. Roll on the *Magical Powers Count table* to determine what an individual has. Then if appropriate, roll on the *Spell-Like Abilities table* as indicated to determine spell-like powers. Or generate a spell list, or both if indicated.

Fae Heritage Table

2d6	Heritage
2	Brownie/Leprechaun (+1 to Dexterity, invisibility 1/day)
3	Dryad (+1 Charisma, +1 Comeliness, tree 1/day, pass plant 1/day)
4	Grig (wings (flying speed 18", MC:D), jump /day, +1 strike with missiles, -1 Comeliness)
5-6	Pixie (has wings (fly at 18" with MC: C), phantasmal force 1/day)
7	Satyr (+1 Hit Dice, +1 Strength, -1 Comeliness, cast sleep/day)
8	Sprite (has wings (fly at 18" with MC: C), detect good/evil 2/day)
9	Atomie (+1 Dexterity, blink 1/day)
10	Dark Elf (+5% to magic resistance, +1 Dexterity, darkness 1/day)
11	Quickling (+6" Speed, +1 attack per round)
12	Other (foxwoman, firbolg, sirine, swanmay, green hag, etc. The DM should add one or two abilities of that creature to the Greater Fae).

Intelligence/Wisdom table

2d6	Intelligence/Wisdom
2	Low (Intelligence 5-7, Wisdom 2-8)
3	Average (Intelligence 8-10, Wisdom 3-12)
4-7	Very (Intelligence 11-12, Wisdom 4-16)
8-9	High (Intelligence 13-14, Wisdom 7-16)
10	Exceptional (Intelligence 15-16, Wisdom 8-18)
11	Genius (Intelligence 17-18, Wisdom 8-18)
12	Supra-Genius (Intelligence 19-20, Wisdom 8-20)

Physical or Magical Predilection table

1d12	Predilection
1-4	Physical
5-11	Magical
12	Both

Physical Powers Count table

1d8	Physical Power
1-5	1 superior attribute
6-7	2 superior attributes
8	3 superior attributes

Physical Powers table

1d12	Superior Attribute
1	Highly Dexterous (Dexterity of 16 + 1d4, or +1d4 to existing Dexterity, whichever is higher)
2	Speed (base 18" movement, +2 initiative bonus)
3	Constitution (Constitution 15 to 18, receives bonus Hit Points as a Fighter)
4	Strength (17 to 18/00, 16 + 1d12, each pip counts as 10%)
5	Toughness (+1d3 HD and -1d3 from AC, regenerate 1 hp/round)
6	Stealthy & Alert (Surprise Foes 4 in 6, Surprised 1 in 12, back protection as a Barbarian of level equal to HD)
7	Thief Skills (as level 6th or equal to HD, whichever is higher)
8	Combat Mastery (+1 attack per round or weapon specialization)
9	Exceptional Aim (+2 to strike with missiles, whether hurled or mechanical including bows & crossbows)
10	Acrobatics (as a 10th level thief-acrobat, or as by Hit Dice, whichever is higher)
11	Physical resistance to magic & poison (as per a dwarf, Con equivalent to 10 + Hit Dice)
12	Great Beauty & Charm (+1 Charisma and +3 Comeliness, Comeliness can exceed 25)

Magical Powers Count table

1d12	Magical Power
1-3	1d2 "at will" spell-like abilities
4-5	1d3 spell-like abilities, useable 1d3 times per day
6-7	1d4+1 spell-like abilities, useable 1d3 times per day
8	spell-caster (Magic-user, level 1d4+4)*
9	spell-caster (Illusionist, level 1d4+4)*
10	spell-caster (Druid, level 1d4+3)*
11	1d4 "at will" spell-like abilities
12	spell-caster (DM's choice) level 1d4+2* and 1d3 spell-like "at will" abilities

* +1 level for Knights, +2 levels for Lesser Nobles, +4 levels for Nobles, and +6 for True Nobles (e.g., magic user Nobles will be level 1d4+8).

Spell-Like Abilities table

d%	Power
01-02	Affect Normal Fires (MU1)
03-04	Alter Self (Ill 2)
05-07	Audible Glamer (MU2)
08	Blindness (Ill2)
09-10	Blink (MU 3)
11-12	Blur (Ill 2)
13-15	Charm Person (MU 1)
16	Confusion (MU4)
17-19	Dancing Lights (MU 1)
20-21	Darkness/Light (1 of, not both) (MU1)
22-24	Detect Illusion (Ill1)
25-27	Detect Invisibility (MU 2)
28-30	Detect Magic (MU 1)
31	Dimension Door (MU 4)
32-33	Enlarge/Reduce (MU 1)
34-36	Entangle (Dr 1)
37-39	Faerie Fire (Dr 1)
40-41	Fascination (Ill2)
42	Fear (MU 4)
43-46	Friends (MU 1)
47-49	Fool's Gold (MU 2)
50-51	Forget (MU 2)
52-54	Hypnotism (Ill 1)
55-57	Invisibility (MU 2)
58-60	Illusions (Improved Phantasmal Force) (Ill 2)
61-62	Irritation (MU 2)
63-65	Message (MU 1)
66-67	Minor Creation (Ill 4)
68-70	Mirror Image (MU 2)
71-73	Misdirection (Ill 2)
74-75	Non-detection (Ill 3)
76-77	Nystul's Magic Aura (MU 1)
78-80	Pass Without Trace (Dr 1)
81-84	Pyrotechnics (MU 2)
84-86	Spook (Ill 1)
87-88	Suggestion (MU 3)

d%	Power
89-90	Summon Woodland Beings (Dr 4)
91-93	Tasha's Uncontrollable Hideous Laughter (MU 2)
94-95	Tree (Dr 3)
96-97	Trip (Dr 2)
98-00	Ventriloquism (MU 1)

Noble Powers

All Noble Fae have access to greater magical powers, called Noble Powers, than their lesser kin; however these powers only work while within the confines of their own realm (and not in the Mortal Realm). In fact, should a Noble Fae find themselves outside their personal realm, they will be unable to utilize these noble powers. As leaving their domain reduces the power of Lesser Noble and Noble Fae, these entities tend to stay close to home (sending Knights to do their bidding). It is important to note that the Noble fae retain their base faerie powers, physical attributes and any spell-casting powers outside the borders of the realms. Thus while their power is reduced, they remain far from helpless. This loss and gain of power becomes an important element in inter-Noble rivalries, as the Noble Fae seek to lure a rival away from their realm or demesne.

Make three different rolls to determine the appearance of a greater faerie. Remember that this is the Greater Faerie's natural form, but that they are likely to use a glamer to conceal their true form and instead appear as something else.

While all fae tend towards the chaotic side of the alignment scale, there is great variation in their tendencies.

Alignment table

2d8	Alignment
2-4	Chaotic Good
5-11	Chaotic Neutral
12	Neutral
13	Neutral Evil
14-16	Chaotic Evil

Noble Powers table

d%	Power
01-07	Clairaudience (MU 3)
08-14	Clairvoyance (MU 3)
15-21	Dream (Ill 5)
22-28	Dispel Illusion (ill 3)
29-35	Emotion (Ill 4)
36-42	Eyebite (MU 6)
43-50	Geas (MU 6)
51-58	Hallucinatory Terrain (Ill 3)
59-65	Magic Mirror (Ill 5)
66-72	Major Creation (ill 6)
73-79	Reflecting Pool (Dr 2)
80-86	Tempus Fugit (Ill 5)
87-93	Veil (Ill 6)
94-00	Weird (ill 7)

Appearance table

1d4	Shape	Height	Build
1	Pixie Like	Tiny (2')	Scrawny
2	Elf-like	Short (4')	Thin/Lean
3	Man-Like	Man-Sized (5' - 6')	Muscular/ Stocky
4	Twisted	Tall (7' to 8')	Fat

Fae Magical Items

The Greater Faeries prefer to use magical items that are subtle rather than blatant. A wand of paralyzation or conjuration would be preferable to a wand of fire, for example. A ring of human influence would be considered preferable to a necklace of missiles. While they prefer beautiful and subtle magic, Greater Faeries prize magical items of all types (including those of mortal and elven manufacture) and will go to great lengths to steal them from mortals, whether through trickery, bargains, or

outright theft. Only those magical items made of cold iron will be avoided.

The Greater Faeries use magical armor and weapons stolen from the mortal realms, but more commonly manufacture their own magical armor and weapons. This magic is powerful, but also transitory, and melts away into mists if it comes into the possession of a mortal. Common Greater Fae rarely have access to these magical items, and not even all Knights will have access to them.

Faerie Mail

The magical armor worn by greater faeries looks something like a cross between a suit of gossamer chainmail, and plate mail made of glass. In many ways, this faerie armor is similar to the illusionary armor created by the 1st level illusionist spell Phantom Armor (providing a base AC of 3 and absorbing damage), with a few critical differences.

First, the armor cannot be disbelieved. While it seems semi-substantial, it is real. Similarly, the Faerie Mail will not be affected by a *Dispel Magic* spell; however it is vulnerable to both *Anti-Magic Shell* and *Mordenkainen's Disjunction* spells.

Secondly, Faerie Mail provides either a base AC of 3, or when worn by greater faeries with a natural AC better than 3, the faerie mail provides a +2 bonus to AC. The AC is improved by any Dexterity bonuses, and can be improved by magical protections (such as a ring of protection, a cloak of protection, etc.)

Third, the faerie mail does not interfere with spell-casting, stealth, or the use of thief abilities.

Fourth, the average suit of faerie mail can absorb 12 to 22 hit points (2d6+10) of damage before being dispelled. This includes any form of physical damage be it arrow or sword, club or magic missile, fireball or lightning. Magical attacks that bypass armor, such as *Cloudkill, Death Spell, Finger of Death* or *Power Word: Kill* are not "soaked up" by the faerie mail. The faerie mail essentially acts as a "second skin", an ablative layer of extra hit points. As few greater faeries make a habit of entering prolonged combat, the protective benefit of faerie mail is normally enough for them to gain an advantage or flee.

Faerie Weapons

Greater faeries use light, quick melee weapons such as short swords, daggers or knives. They avoid two-handed weapons or heavy weapons (like battle axes or bastard swords). The magical weapons created by the fae have an equivalent value of +1 to +3 (typically +1 for Knights, +2 for Lesser Nobles and +3 for Nobles), but they turn to mist in the hands of mortals (although they could be "gifted" to mortals and last for 7 day and nights). Nobles and True Nobles often possess unique weapons with surprising properties and powers.

Note: Faerie magic will be described in detail in a later article in the series.

Why should these powers only work at home?

Another difference of opinion related to whether or not these Noble Powers should only work while the Greater Faerie is in their demesne. I envisioned the Greater Faerie as being more powerful in their domain, and reluctant to leave, as their power was tied to their home. This would lead to machinations where rivals tried to lure a foe out of their demesne. Some of the other & creative team felt these powers should "travel with the noble". Obviously, each DM is free to decide. One interesting suggestion was giving the Noble Powers a "time limit", so they could be accessed for 1 or 2 hours per HD of the Greater Faerie while the stored power from the connection between Faerie Noble and demesne slowly dissipated. This could add an element of urgency to any trip a Noble takes outside of their demesne, making for interesting plot devices.

Material Treasure

Faeries value material treasure only for the value that mortals place upon such dross; and the resulting usefulness of such items in manipulating mortals. Those with abilities such as creation (minor or major) or fool's gold, will certainly use these powers to create "treasure" with which to manipulate mortals. Others will collect items such as gems and jewelry, or coins if need be for possible use in some scheme.

In general greater faeries may be considered to have Treasure Type: K (x 10), M (x 10), N (x 5), Q and a 15% chance of having 1 piece of jewelry. Knights will have double this, Lesser Nobles ten times as much; and Nobles 100 times as much.

An Alternative Spell Memorization System

by Tim Moore

Bobbus Magus backed up against immovable wall of the subterranean chamber. The chill of the wall palpable through his new robes. All around him lay the torn and tattered remains of his former adventuring group. He had little time for remorse or tears though. Instead he was focused on the mangled troll that was crawling towards him inch by inch. Bobbus' path was blocked and he had few options. Rather, and to be more precise, he had a single option, chosen much earlier in the day. "Well, that *Sleep* spell isn't going to help me much here."

Like many individuals there were times, when running spell casters, that I felt extremely limited with my spell availability. Particularly at low levels ... a small number of slots ... hard choices. It's the nature of the game. Beginning adventurers are not Conan or Merlin or Fafhrd. They are: newbs, hopefuls, red shirts and fodder. They've got to prove their mettle and make do with very little that they have to earn their stripes.

Now also within the nature of the game are house rules. In the spirit of house rules, there are a number of folks that create and play in worlds where free-casting is allowed. Free casting being a system where a spell caster can cast any of the spells he/she/it has access to without picking or planning in advance. It never appealed to me. It seemed in those games, the spell casting players never lifted their nose out of the rule books, always scanning through the specifics of dozens of spells.

It was getting further and further away from an important aspect of the original system. Making choices in advance and hoping they paid off was part of my fun. Yes … limitations are constraining but it's also a game about managing limitations, being thrifty with scant resources, etc. Yet I still felt there was room for some flexibility.

One day, I was thumbing through the *AD&D Players Handbook* (PH). I'd seen the notations thousands of times before but never paid any real attention to it. It dawned on me that each of the spells listed was assigned to a type of magic. A small parenthesized entry to the right of each spell name: Alteration, Evocation, Necromantic, etc. I had no recollection of seeing anything else in the core rule books that did anything else with those bits of information.

Maybe this was the key to the flexibility I sought and an experiment was begun. With my next group, I changed the spell memorization system for clerics and druids. These characters would still have the same number of spell slots as they were due by level and wisdom bonus. The difference would be that, rather than assigning individual spells to individual spell slots on a daily basis, they would instead assign a particular type of magic to those individual spell slots.

Any spell that they had access to within that type of magic could be cast out of that spell slot. These spells also included the reverse of spells within that type of magic. They would still need to meet any component requirements at the time of casting.

For example, if we look at a 1st level cleric with a 14 wisdom, he/she would have 3 first level spell slots. Generally this would play out as:

> *Cure Light Wounds* x3

If by chance, the group was feeling robust and they had an item they wanted to check for magic, it may play out as:

> *Cure Light Wound* x2, *Detect Magic*

Now, if the cleric was instead choosing spells by type of magic, it would be:

> *Necromantic*, *Necromantic*, *Divination*

This offers a broader scope:

> *Cure* or *Cause Light Wounds x2*
>
> *Detect Magic* or *Detect Evil* or *Detect Good* or *Penetrate Disguise* or *Portent*

This opens up a number of options for magical inquisitiveness, any one of which may be more appropriate for a situational need. At the same time, the Necromantic spells now have offensive capability as *Cause Light Wounds* if needed.

Other types of magic have even more options. For many spell levels, Alteration is a wellspring of utility spells.

Many have a very limited situational utility but together, when looked at as an available pool, represent the right spell at the right time.

On the other hand, some types of magic at some levels are limited to a single spell. There are times where one may need to prepare a single exact spell. It is no more limiting than when a player has to assign every spell individually.

After several years of use with clerics and druids, I've seen no instances of it breaking the system. There have been many situations where a spell caster saved the day with a creative use of a spell that was available through the type of magic chosen which he/she would not have normally chosen to memorize specifically. The players have enjoyed the added flexibility and two of my players have carried the system back for use in the games that they run.

I've recently expanded the experiment by allowing the magic users and illusionists to begin using this system. Their pool of available spells will be more limited by virtue of what they have in their spell books but it does allow some level of flexibility. It can also create an impetus for them to either seek out spells that use the same types of magic or to direct spell research toward underrepresented magic types to further increase spell casting flexibility.

It is an easy system to try or adopt. All that is really needed is for each spell caster to list their available spells grouped by magic type.

Following is a breakdown of Level 1 and Level 2 spells from the *PH* and *Unearthed Arcana* by type of magic:

Cleric Spells

Spell Type	L1 Spells	L2 Spells
Abjuration	Protection from Evil, Protection From Good, Remove Fear, Cause Fear, Sanctuary	--
Alteration	Create Water, Destroy Water, Endure Cold, Endure Heat, Light, Darkness, Magic Stone, Precipitation, Purify Food & Drink, Putrefy Food and Drink, Resist Cold	Resist Fire, Silence 15' Radius, Speak With Animals, Withdraw
Conjuration/ Summoning	Bless	Aid, Chant, Dust Devil, Holy Symbol
Divination	Detect Magic, Detect Evil, Detect Good, Penetrate Disguise, Portent	Augury, Detect Charm, Conceal Charm, Detect Life, Find Traps, Know Alignment, Obscure Alignment
Enchantment / Charm	Command, Disguise Religious Following	Enthrall, Hold Person, Messenger, Snake Charm,
Evocation	Combine	Wyvern Watch
Illusion/ Phantasm	Invisibility to Undead	--
Invocation	Ceremony	Spiritual Hammer
Necromantic	Cure Light Wounds, Cause Light Wounds	Aid, Slow Poison,

Druid Spells

Spell Type	L1 Spells	L2 Spells
Abjuration		
Alteration	Entangle, Faerie Fire, Invisibility to Animals, Precipitation, Purify Water, Contaminate Water, Shillelagh, Speak With Animals	Barkskin, Create Water, Goodberry, Badberry, Heat Metal, Chill Metal, Obscurement, Produce Flame, Warp Wood
Conjuration/ Summoning	--	--
Divination	Detect Balance, Detect Magic, Detect Pits and Snares, Detect Poison, Locate Animals, Predict Weather,	Locate Plants, Reflecting Pool
Enchantment / Charm	Animal Friendship, Pass Without Trace,	Charm Person or Mammal, Trip
Evocation	--	Fire Trap, Flame Blade, Goodberry, Badberry,, Reflecting Pool,
Illusion/ Phantasm	--	--
Invocation	Ceremony,	--
Necromantic	--	Cure Light Wounds, Feign Death, Slow Poison,

Magic User Spells

Spell Type	L1 Spells	L2 Spells
Abjuration	Protection From Evil, Protection From Good	Preserve, Protection From Cantrips
Alteration	Affect Normal Fires, Burning Hands, Comprehend Languages, Confuse Languages, Dancing Lights, Enlarge, Erase, Fire Water, Hold Portal, Feather Fall, Jump, Light, Melt, Mending, Message, Precipitation, Reduce, Shocking Grasp, Spider Climb, Wizard Mark	Bind, Continual Light, Darkness 15' Radius, Deeppockets, Flaming Sphere, Fools Gold, Irritation, Knock, Levitate, Magic Mouth, Pyrotechnics, Rope Trick, Shatter, Strength, Vocalize, Wizard Lock
Conjuration/ Summoning	Armor, Find Familiar, Mount, Push, Unseen Servant	--
Divination	Detect Magic, Identify, Read Magic, Unreadable Magic	Detect Evil, Detect Good, Detect Invisibility, ESP, Know Alignment, Locate Object, Obscure Alignment, Obscure Object
Enchantment / Charm	Charm Person, Friends, Run, Sleep, Taunt	Bind, Deep Pockets, Forget, Ray of Enfeeblement, Scare
Evocation	Alarm, Grease, Magic Missile, Shield, Tenser's Floating Disk, Write	Flaming Sphere, Melf's Acid Arrow, Stinking Cloud, Tasha's Uncontrollable Hideous Laughter, Web, Whip, Zephyr
Illusion/ Phantasm	Nystul's Magic Aura, Ventriloquism	Audible Glamer, Leomund's Trap, Invisibility, Mirror Image,
Invocation	--	--
Necromantic	--	--

Illusionist Spells

Spell Type	L1 Spells	L2 Spells
Abjuration	--	--
Alteration	Chromatic Orb, Color Spray, Dancing Lights, Darkness, Gaze Reflection, Light, Phantom Armor, Wall of Fog	Alter Self, Fog Cloud, Magic Mouth, Ultravision, Whispering Wind
Conjuration/ Summoning	--	--
Divination	Detect Illusion, Detect Invisibility, Read Illusionist Magic, Unreadable Illusionist Magic	Detect Magic
Enchantment / Charm	Hypnotism	--
Evocation	Chromatic Orb,	--
Invocation	--	--
Illusion/ Phantasm	Audible Glamer, Change Self, Phantasmal Force, Phantom Armor, Spook	Alter Self, Blindness, Blur, Deafness, Fascinate, Hypnotic Pattern, Improved Phantasmal Force, Invisibility, Mirror Image, Misdirection, Ventriloquism, Whispering Wind
Necromantic	--	--

Interview with Ernie Gygax

by Andrew Hamilton

This issue's interview is with Ernest (Ernie) Gary Gygax Jr., son of the late E Gary Gygax, co-creator of D&D. Ernie is part of the reformed TSR, Inc., *which publishes* Gygax Magazine (*http://gygaxmagazine.com/*), *and founder of* GP Adventures (http://www.gp-adventures.com/)

AH: Do you ever find that the "celebrity" factor that you have gets in the way of gaming enjoyment or your ability to enjoy conventions?

EG: Not at all. Instead it opens up doorways and allows me to be chaotic nay even impulsive and still enjoy all the work that others must put into a successful show.

AH: Do you believe that our hobby (role playing games in general), and our segment of it ("OOP D&D-esque" games) is sustainable? What will keep it sustainable?

EG: Only well thought out quality work, instead of a deluge of unfinished underfunded material. Always strive to give enjoyment to both the player and the DM. TPK's do not speak well in most instances for all that were involved but danger must be an element of the whole.

AH: Swords? or sorcery?

EG: Why break up the match that Fritz Leiber gave us so long ago? I faked book reports until the 5th grade and then discovered the Conan stories. I read them all in three weeks and have always since read something every day and many times several hours a day.

AH: What's the creative process you follow when you design an adventure? Do you start with a visual image, do you come up with the villain first, and then the adventure? Do you do a map before a key, or design some encounter areas first and then map backwards?

EG: I do generally come up with the Anti-Hero first, give him or her a personality, a cause and or weaknesses. Then I work on his cohorts and how they have individual wants and unfulfilled dreams. Then how do they live, thrive and how may they be discovered. Sometimes my players have had to learn to find an enemy does not mean that you can take him out or even on. I love to use mazes and traps to force people into mapping again or suffer the consequences.

AH: The Hobby Shop Dungeon (and for reasons I can't explain, I loved the map that was published in *Gygax Magazine* #3, made me give the adventure a thumbs-up even before I read it) - is presumably a mega-dungeon. Do you find mega-dungeon design more or less difficult than 32 page adventures? More or less rewarding?

EG: Everything is interrelated in my mind and I would rather keep it as Prof Barker did with his fantastic Tekumel, all one Game with many scenarios and related cogs and parts.

AH: Do you prefer to design and create in isolation, or do you like having a few people to kick ideas around with?

EG: I work well with Benoist Poire to bounce ideas off of and then he is skilled enough and hardworking enough to take my thousands of ideas and stuff them into a usable package. He is my writing partner as well as the Map Maker Supreme!

Benoist is a game designer, Mr. Gygax's partner at GP Adventures, *and is working on the publication of* The Hobby Shop Dungeon *campaign and setting.*

AH: What attracts you to a gaming system? Rules and mechanics, or setting and tone?

EG: It is all setting and flavor but most importantly after that is that the players drive the play, I only set up the stage. One can steer the players with hints and encounters but they must be willing and ready to handle what they are dished out.

AH: What's your favorite science fiction RPG?

EG: Jim Wards Metamorphosis Alpha

AH: Do you believe Kickstarter has been positive or negative for the RPG industry?

EG: Currently very positive. It not only generates cash but offers new customer base. Yet it is allowing a decent percent to be peeled of the top by bankers (again it could be Railroad Stocks …).

AH: Steam punk. Yes or no?

EG: It looks fun, I prefer to enjoy the young ladies in costume more in steam punk than in Goth.

AH: What part of your body of work are you most proud of?

EG: I have enjoyed everything that others have gotten to play or read and that has been enjoyed! A work is only as good as the audience responses. I ghost wrote the four Sagard the Barbarian novels with Flint Dille, fun but could have been better. The work as Creative Controller for the *D&D Cartoon* was enjoyable and to this day makes me smile whenever watched again. The Lost City of Gaxmoor done with the Troll Lords is a huge setting with death and treasure awaiting one and all but they need to think, run and negotiate to grow and ultimately obtain the Artifact. My latest novel written originally for my first grandson: *Sammi-Zowa versus the Dueling Dragons* just makes me feel somehow youthful. All the rest is in various stages of improvement and growth but *GP Adventures* is my toss of the dice to recreate the quality of material that TSR used to stand for and now with the new TSR having *Gygax Magazine* the original *Dragon* has been brought back but in modern times!

AH: What is the one RPG publication that you wished you had written?

EG: I haven't finished writing it yet. W*ell Tomb of Horrors* or the G series. Good King Despot was a fine tournament in Michigan some 40 years ago or a little less.

AH: Roll play or role-play?

EG: Both, but the dice must be rolled but often, yet well played Heroic actions of the past may have a player with a DM given Pivet Point. This is a chance to reward well Role Played characters when the chips fall wrong. These are rare and not to be counted on or it's roll up a new character.

AH: What's the one question that you wish you'd been asked in all of the interviews that you've ever done?

EG: Would you consider running an all-female table of players, they are all at least a decade younger than you so if you don't feel up to it. OR how do I apply to work for your company?

About Ernest Gary Gygax Jr.

Ernie the Barbarian has been a gamer nearly as long as he has been alive. He literally cut his first tooth on an *Avalon Hill Panzer Division*, and went on to become one of the very first D&D players, along with his sister Elise and Robert J. Kuntz. Ernest is better known as the player behind the very first magic-user, Tenser. As such, his collaborations in the game include the play testing of any material penned by his father during his time at TSR. You can blame Ernie for such game features as: *Cone of Cold* being 5th, not 3rd level, *Haste* spells aging their targets, different hit dice for different character types and classes, as well as multiple attacks for fighters in order to keep Tenser focused on his proper spell-slinging role in the game.

He became part of TSR, participated to the creation of game products as the *Dungeon Geomorphs*, the *Monster & Treasure Assortment*, created the *Water Weird* and even gave the young company a slogan to fit its new image: "The Game Wizards", for which he was handsomely rewarded by his father with a large glass of single malt and a cigar in his private office at age 16. Ernie wore many hats at TSR, from shipping clerk to EVP of Consumer Services.

He is the co-author with his brother Lucion and David Moore of Troll Lord Games's *The Lost City of Gaxmoor*, and more recently the co-author of *The Marmoreal Tomb Of Garn Pat'uul* in *Gygax Magazine* Issue 3 with partner-in-crime Benoist Poiré.

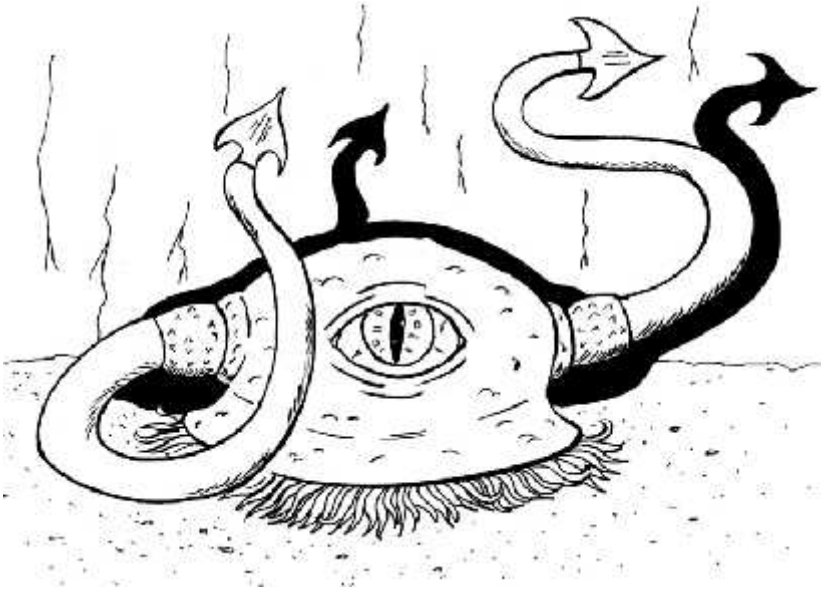
As the founder of *GP Adventures* Ernest has just finished his first young gamers novel, originally written for his first two grandsons, entitled *Sammi - Zowa versus the Dueling Dragons*. Several other projects are in the making as the *Marmoreal Tomb of Garn Pat'uul* is now fully expanded and ready for sale this summer as well as the expansion and rewrite of the *Beggar King* module. Many thousands of hours have been spent and many more are needed to finish the remake of the *1978 Boxed Campaign* setting and multi-level Dungeon that has seen thousands of adventures enter it's portals and some fewer exit with glory and fame. Also, a series of multi-option with combat and experience novels are being released under the Crossroads to Adventure series. Currently four authors each have a first book ready with the hope that at least four per character will be released. These adventures are then usable in the *Hobby Shop Dungeon* as helpful NPC's.

Creature Feature I:
Stat the Harpoonapus!

In Issue 6 we posted the Harpoonapus, a monster invented and drawn by John Fredericks. We asked readers to stat the monster and provide a description, and we would publish the top 3 as chosen by the & Publishing Group staff.

Unfortunately we only got two entries, which makes it rather difficult to publish the top three. So a few months back we re-published the contest on our venues, and got more entries! YAYYY!

Following are the top three entries, as chosen by voting among the & Publishing Group *staff.*



1st Place: Ruddigore

by Spalls Hurgenson

Let's start by looking at the creature and trying to determine what it's shape suggests to us.

Oh, that's an intelligent creature. Look at the evil gleam in its eye; it's obviously scheming. It looks vaguely similar to the front eye of a beholder, doesn't it? No hands, so it must manipulate the environment with the same cilia/tentacles that it moves about on (presumably its mouth is underneath as well, and it may have prehensile lips to grasp things more firmly). It can't move around very fast on those little legs either, although it can obviously scuttle in any direction. These giant harpoon arms indicate it operates in a realm where threats can come in almost every direction, including above.

But it only has a single eye, hardly optimal for three-dimensional vision (and a huge pupil to boot) so it isn't dependent on vision for hunting; maybe it lives in a low-light environment. Its skin – is that a rugged shell or a bulbous goo-sack? I think I prefer the latter, especially given the rubbery appearance of its tentacles.

It depends on something other than the strength of its hide to protect its vital organs; either those tentacles are devastatingly efficient (perhaps poison-tipped) or it has other advantages. Perhaps it can camouflage itself or uses magic?

So, with all of the above in mind … I see this as-yet unnamed creature as being from the same world as came the beholders. Most often found in the darkest parts of the forests, it is a predator of those floating balls-o-death, spearing them from below with its massive hooked tentacles; it can punch through a beholder's chitin with little effort. Hiding beneath shrubs or a thin layer of dirt, it can change the color of its skin so it is almost invisible.

The tentacles have a fast-acting paralytic poison on them; the monster likes to eat its prey alive. The creature has a high magic resistance rating, and its deadliness is further bolstered with fearsome psionic powers. These creatures have waged terrible battle upon one another for millennia (and, in fact, it is these monsters that were ultimately victorious as the beholders had to flee to other worlds to survive).

Fortunately, these monsters are far less interested in traveling than their rounded prey, being far more sedentary in nature, but woe to any who come stray into its grasp.

Which leads us to...

Frequency:	very rare
No. Appearing:	1
Armor Class:	8 (rubbery skin)
Move:	1"
Hit Dice:	75 – 90 hp
% in Lair:	95%
Treasure Type:	incidental from prey

No. of Attacks:	2
Damage/Attack:	3d6
Special Attacks:	paralyze, psionics
Special Defenses:	camouflage
Magic Resistance:	95%
Intelligence:	Exceptional
Alignment:	Neutral Evil
Size:	L (6' – 10')
Psionic Ability:	1d100 + 240
Attack/Defense Modes:	AB/FGH
Level/XP Value:	X / 14,100 + 25/hp
Climate:	forest, caves, desert
Organization:	Solitary
Activity:	any
Diet:	carnivore

The harpoonapus (or Ruddigore as they call themselves) is most frequently found in overgrown wilderness areas such as jungles or forests, although it may also be found in nearly any climate, including underground or beneath the sea. A mound of rubbery grey skin atop a mass of pink wormlike feet, its most prominent features are its two massive, snakelike arms tipped with fearsome barbs. A single baleful yellow eye stares out at the world hatefully.

The ruddigore is a solitary hunter, preferring to strike out from ambush. It often hides beneath shrubbery, or in crevices (it can squeeze itself into unexpectedly small holes thanks to its boneless body), or sometimes it digs a shallow pit and covers itself with a thin layer of dirt to strike from below. Its skin can change color, to better blend in with the environment. Thanks to this, there is only a 1-in-6 chance for players to notice it before it attacks.

In battle, it strikes twice each round with its deadly barbed tentacles. It can attack two targets at a time if it chooses, although in doing so it suffers a -4 penalty to its "to-hit" roll because of its poor vision. Anyone struck by the tentacles must roll a save vs poison or be paralyzed for 1d6 rounds. The ruddigore typically focuses its attacks on a single opponent until that opponent is dead or paralyzed before moving on to the next.

In addition to its devastating physical attacks, the ruddigore is also a master of the psionic arts, and can simultaneously engage any foes with a single psionic attack per round. They perform at 7th level mastery and have the following abilities: body equilibrium, clairvoyance, clairaudience, domination, energy control and levitation.

Ruddigore are the natural predators and enemies of the beholder, and will attack any eye tyrants they encounter. It is normally a solitary and evil creature, utterly without mercy, but has been known to use its abilities to take small bands of slaves to further its own goals.

Some scholars believe that the beholders created the gas spores as a reaction to the fast attack tactics of the ruddigore.

2nd Place: Scrubbing Bubble

by Jay Rudin

Climate/Terrain:	Any Subterranean
Frequency:	Very Rare
Organization:	Colony
Activity Cycle:	Any
Diet:	Scavenger
Intelligence:	Non- (0)
Treasure:	Nil
Alignment:	Neutral
No. Appearing:	1d4
Armor Class:	4
Movement:	6
Hit Dice:	See Below
Thac0:	19
No. of Attacks:	3
Damage/Attack:	1d3/1d3/2d4
Special Attacks:	See Below
Special Defenses:	See Below
Magic Resistance:	None
Size:	S (3' Radius)
Morale:	Average (10)
Xp Value:	420

A Scrubbing Bubble is not actually an individual life form, but a colony of polyps, living in symbiosis, like a Portuguese man o' war. The large gas bag is one species, while the clustered tentacles underneath (often miscalled bristles), are a different species.

Scrubbing bubbles originate in underground pools, but have learned to travel along the ground for some distance in search of food. They explore any easily reached area near the body of water in which they were spawned. The long pseudopods end in barbed hooks. Six feet long at rest, they can stretch to ten feet at need. While they cannot climb walls, they can use their hooks to raise themselves as much as ten feet, if there is something to grab.

Combat: Once a tentacle successfully strikes, it can no longer inflict damage, but the barbs pull a victim three feet closer each round until the victim is under the scrubbing bubble, and ready to be consumed. The victim

can pull a hook out with a successful unarmed combat strike (although being ripped out will cause an additional 1d3 points of damage.)

The clustered tentacles underneath are used for both movement and combat. They secrete a substance that dissolves flesh. This substance can seep around armor, but it takes two rounds to do so if the armor is solid metal, one if leather. Chain mail provides no protection from it. Once a victim is underneath the Bubble, it must successfully lift a 100 pound weight to get out.

Bludgeoning weapons do very little damage to a scrubbing bubble. A piercing or slashing weapon that does 4 or more points of damage in a single blow penetrates the gas bag. This releases a cloud of gas. For the next six rounds, any air-breathing creature within five feet of the bubble must save against paralysis or drop unconscious. After six rounds (less if windy), the gas is dissipated. An unconscious creature may then roll a saving throw each round. At the end of the round in which a save is rolled, the character is conscious (though still prone). If the gas bag is punctured, the tentacles can only act for two more rounds, and there is not enough structural integrity for the scrubbing bubble to move.

There are 8d4 clusters of tentacles. Each cluster is a separate animal, with 2 hit points. Touching the clustered tentacles will result in the same damage as being touched by them.

Scrubbing Bubble instinctively fear fire. They avoid light, and heat does double damage.

Habitat/Society: Each scrubbing bubble is in fact a colony of mindless organisms. Scrubbing bubbles do not form larger social units, but reproduce by dividing, so there is often more than one in a location.

Ecology: A scrubbing bubble can dissolve food from any organic source, and so can survive as a parasite wherever life can be found on the ground. For that reason, an area with scrubbing bubbles has no organic detritus – including magic items of leather, paper, or bones, unless they are out of reach of the bubbles. They prefer dark, moist environments, as drying out can kill them. They avoid light and heat.

If the gas bag of a scrubbing bubble is punctured, it cannot move for 24 hours, by which time it will have healed itself and re-inflated. The only way to kill it is to kill each of the various life forms, usually by throwing it on a fire. As the creatures are almost entirely water, this will take a large fire.

3rd Place: Harpoonapus

by Paul Go

Frequency:	Very Rare
Armor Class:	2 (body), 3 (eye)
Hit Dice:	6
Movement:	60' (20')
Attacks:	2
Damage:	1d10/1d10
No. Appearing:	1d2 (2)
Save:	F6
Morale:	8
Treasure Type:	XXI
Alignment:	Chaotic (Neutral)
Size:	M (4' high with 3' harpoon-tentacles)
Level/XP Value:	V / 275 + 6/hp

The harpoonapus, a name given it by the miners who first encountered it, is part of an extra-dimensional being that is sometimes found in our plane. The harpoonapus prefers underground areas (caves, mines, etc.) where it eats. They are occasionally found in the towers of powerful wizards, potentially as spies. Its harpoon-tentacles are made for lancing boulders, rocks, animals, plants, etc. and bringing them to its cilia-ringed body. The creature then pulls the prey underneath it where the maw is, which breaks it down for digestion with a combination of teeth-like protrusions and an acid-like chemical. It leaves most armor, bottled substances (potions), weapons, and coins as it is not fond of the taste – these items are too processed.

Because of its single eye making for poor depth perception, the lone harpoonapus only attacks one creature at a time, lashing with both harpoon-tentacles. If there is a second harpoonapus in the area, they are linked and can attack multiple targets each. They actually serve as the eyes of an extra-dimensional being, unnamed by those on the Prime Material Plane. This being has not manifested any other body parts in our plane as of yet.

If a harpoonapus loses more than 90% of its hit points, it will fold dimensions and flee in the next round. This results in a sound like a vacuum cleaner and the harpoonapus shrinking rapidly until it vanishes from sight. It is untraceable once recalled by the extra-dimensional being, and will not return for (2d12) days. If fighting in a pair and one harpoonapus flees, the other does as well. If a harpoonapus' partner is killed, the remaining harpoonapus flees the next round through its dimension folding ability.

A harpoonapus' eye is greatly valued and can fetch over 5,000 GP if sold to the right buyer due to its rarity.

Creature Feature II: Ecology of the Dragon Turtle

by Dan Rasaiah

Not All Dragon Turtles Are Created Equal

Jake gritted his teeth against the waves of agony that flowed up his leg. A splinter, the size of his forearm, protruded from his upper thigh and was stained an aphotic red. From the steady ooze of blood he surmised that the wooden shard must have missed the artery; just. Between the waves of agony he briefly recollected the success of this recent voyage.

The crew of the Drunken Shark had claimed much booty over the past several weeks and was embarking on the homeward journey. Wenches, ale and merriment, were a mere hairsbreadth away, but now all he had was pain. His hands fumbled at his belt pouch, seeking the small vial of healing liquid that he kept for dire occasions such as this. The crystal was cool and reassuring to his skin, it was a miracle it was still intact after a collision like that. With thumb and forefinger he removed the rubber stopper and carefully raised the vial towards his mouth.

Salvation was almost his, when a sudden explosion to his left flung the jetsam he clung to several feet into the air; the vial slipped from his grasp and sailed into the churning froth below. The curse was lost on his lips as his eyes fell onto the fell beast that now surged through the beryl waves. The moss-green carapace of the creature was checkered with barnacles and draping sea-grass. Swirling patterns of silver could just be perceived through the arcing water that crested from the bow wave preceding it. At least the size of a small galleon, the monstrosity was, no doubt, the ill-perceived coral island that accounted for the foundering hulk behind him.

A gaping hole smeared the aft side of the Drunken Shark, she was listing badly and the forecastle was beginning to disappear under the rolling green surface. The mighty vessel, conqueror of a score ships or more, was now to be committed to the undersea.

Water sprayed over Jake as a green and gold neck snaked out, revealing a depiction of aquarian horror. Gargantuan draconic features glared balefully down at the sinking ship. Shouts of terror could be heard as arrows and other meager respondents were sent at the beast, ricocheting harmlessly off its armoured body and thickly scaled head. Teeth the size of swords were bared as the behemoth opened its mighty maw and belched scalding steam over the remaining crew clinging to the Drunken shark.

Screams and cries echoed loudly off the waves and Jake gaped in horror as he glimpsed Gerrick, the first mate, melt underneath the superheated cloud. Other sailors, skin sloughing off in vulgar heaps, leapt into the sea, seeking cooling sanctuary. The beasts head, crested in gold and verdant green, darted swiftly forward and seized an unfortunate betwixt its toothy maw. The man's gurgling cries were cut short by the sharp snap of bone, eerily similar to the breaking of faggots by the fire.

Powerful claws now revealed themselves from under the shell of the abomination, as the beast swept its mighty talons to the task. The mast snapped under the crushing blow of its right claw, and a sailor was sent spiraling overboard with the left. Gaining purchase, the beast raised its ponderous bulk out of the water, heaving its weight onto the sinking ship. Beams snapped and men

were crushed, as the cumbrous turtle obliterated the structure of the deck. A mighty wave of displaced water rained down over Jake, as the Drunken Shark was capsized and committed to the waves.

Debris, mangled men, and a sea awash in blood greeted the bedraggled sailor as he brushed his matted hair from his eyes. Of the beast there was no sign. His mates, his ship, were gone. Utterly destroyed by a monster that should only exist in legend. A sob escaped Jake's lips as he surveyed the carnage.

The pain from his leg denied him the solace of unconsciousness; the dull throb rhythmic like the waves. He briefly wondered how it would end? Would it be dehydration, the baking sun blistering his skin as sea birds removed his eyes and lolling tongue? Or would it be the denizens of the deep, shredding his corpse in a frenzy of delight, as was now beginning to occur to the floating carcasses around him.

Jakes dark reverie was brought to swift conclusion however, as once again the water before him erupted in foamy spray. The head of a dragon towered before him, ever rising toward the sky, reaching its zenith like the mast of some reptilian ship. His bowels emptied and tears rolled gently down his cheeks, the taste of salt mixing with blood on his tongue.

The cawing of sea-birds in the background, the darkening of the sky, the beating of his heart in his chest, and the eventual peace that comes at the end. "So this is how the pirate life ends," mused Slouchin' Jake Straw as he looked upon his death.

Dragon Turtles

	Red Backed	**Subterrene**	**Emperor**
Frequency:	Very Rare	Very Rare	Very Rare
No. Appearing:	1d4	1	1
Armor Class:	-2	0	2
Move:	6"//18"	3"//9"	2"//8"
% In Lair:	5%	5%	5%
Treasure Type:		B, R, S, T, V	
No. Of Attacks:	3	3	1
Special Attacks:	See Below	See Below	See Below
Special Defenses:	Nil	See Below	See Below
Magic Resistance:	Standard	Standard	Standard
Intelligence:	Average	Very	High
Alignment:	Neutral Evil	Neutral	Neutral Good
Size:	L (Up To 12' dia.)	L (Up To 15' dia., 50' Long)	L (Up To 80' dia.)
Hit Dice:	5d8 to 7d8	12d8 to 14d8	24d8 to 30d8
Damage/Attack:	1d6/1d6/2d8	2d6/2d6/4d8	8d8
Xp:			

Red Backed: This smaller variety of dragon turtle is identifiable by its black colouration and distinctive red patterned shell. They are wickedly voracious creatures, which often hunt in small packs, targeting fishing boats and intelligent sea dwelling folk. Like regular dragon turtles, they can attack with their claws and vicious bite, but in addition they are able to spit a dangerous dual-action nerve toxin: a 1/2" wide stream up to 30" above water, a 3"x5" cloud underwater, usable up to 3 times per day. This paralyzes victims as well as inflicts damage, requiring two separate saving throws, one vs. paralyzation, one vs. breath weapon. Poisoned victims suffer damage equal to the starting hp of the red back dragon turtle (a successful save meaning half damage).

Red backed dragon turtles are only found in oceans (never lakes or rivers), where they hunt territorially over vast ocean tracts. Their smaller size makes them more maneuverable swimmers than their larger cousins, and they use their increased speed to aid in attack tactics.

They are cunning foes, but lack the high intelligence of larger dragon turtles.

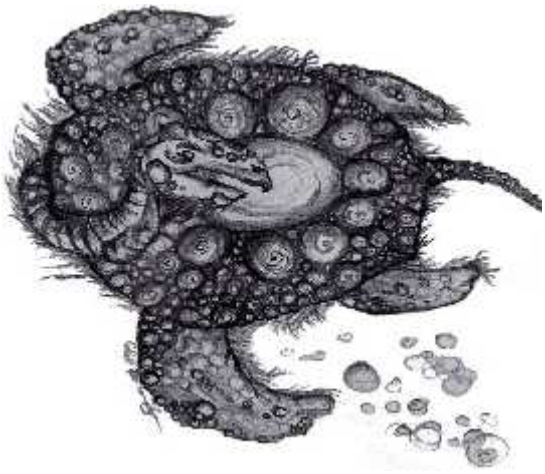
Subterrene: As the name suggests, this variety of dragon turtles inhabits vast underground lake and river systems. These dragon turtles have evolved over long tracts of time in accordance with the lightless domains that they inhabit. They resemble white dragon turtles with sensitive feelers growing where their eyes once were. Despite lacking 'vision', they are far from blind, and use an acute form of sonar imaging to guide their way through the stygian depths where they dwell. This form of vision enables Subterrene dragon turtles to detect invisible and 'hidden' creatures within a half mile radius, as they ponderously travel the dark waters in search of food. They are sleeker than their regular ocean-dwelling kin, having adapted to the narrower waterways that crisscross underground. The largest specimens will sometimes be restricted to solitary caverns, whilst the smaller juveniles freely explore the smaller tributaries.

In addition to the regular claw and bite attacks of normal dragon turtles, this variety has available a special 'shocking' attack similar to an electric eel. Subterrene dragon turtles are capable of varying the intensity of the electrical discharge, using lower discharges for hunting and stunning prey, and higher intensities for establishing an electrical field around their bodies for purposes of defence. The hunting attack form is delivered by a directed bolt of electricity 1/2" wide up to 4" that delivers damage equal to the starting hp of the dragon turtle (save for half damage). The higher intensity defence form, generates a field of electricity around the dragon turtle which affects all creatures within 1" (damage equal to dragon turtle original hp, save for half). Creatures greater than 1" distance up to 2" distance take ½ damage save for ¼.This field can be maintained for a number of rounds equal to ¼ the dragon turtles original HD per day(i.e. 3 rounds/day for a 12HD turtle, 4 rounds/day for a 16 HD turtle). Whilst this electrical defence is in place, the dragon turtle cannot use its claw or bite attacks, as full concentration is required to maintain the field.

They are solitary creatures and only gather in groups when breeding, a rarity that occurs only once a century or so.

Emperor: The largest known variety of dragon turtles, these mighty beasts grow to almost three times the size of their smaller kin. They are shy creatures who inhabit only the most distant and untraveled oceans, where they spend their time ponderously cruising for vast colonies of shrimp and small fish. They lack the powerful claws of regular dragon turtles, possessing large flippers instead. Their primary method of hunting prey is an 'inverted breath weapon', which sucks all creatures caught within the 'vacuum' into their mighty maws. This cone of 'suction' measure 1" at the base and extends up to 9" away. All creatures less than giant sized caught in the cone must save vs. breath weapon at -1 for each 1" they are closer to the dragon turtle (e.g., if 8" distant save at -1, if 4" distant save at -5, if within 1" of the open maw save at -8). A successful save means the victim has managed to maneuver safely out of the vortex, a failed save means that the victim has been swallowed and takes 8d8 hp of crushing damage that round and every round thereafter (save for half damage). Swallowed victims will be unable to cast spells, and attack at - 4 to hit and inflict half damage due to the swirling chaos of the dragon turtles interior. The dragon turtle will regurgitate swallowed victims if reduced to ¼ its starting hp.

Emperor dragon turtles are able to employ their suction breath once per turn.



These slow gargantuan creatures sometimes come under attack by megalodons and other sea monsters. To help defend against these quicker foes, Emperor dragon turtles have developed a defence mechanism involving a rapid simultaneous clapping together of front and rear flippers. This sharp maneuver develops a spherical shock wave centered on the dragon turtle, which stuns all creatures within a 5" radius for 4d4 rounds (save for half time stunned). This stunning maneuver is extremely draining for an emperor turtle and can only be performed once per day. Whilst normally the prelude to escape, emperor turtles sometimes eat stunned sharks when they have been suitably angered.

Emperor dragon turtles are more intelligent than regular dragon turtles and will rarely be encountered by humans. As such, little else is known about these majestic creatures.

Creature Feature III: Ecology of the Oculus Despot

by Bryan Fazekas

Jannalanga, the Rathian owner of the tavern, asked Trajan a question as she handed him a mug of wine. "The other day Hal claimed he fought and killed a creature, Ock cue lus dish pot?"

"Oculus Despot."

"That's it. I never heard of it, even in the stories told around here, other than Hal slinging his usual bull dung."

"Ahh, that's no surprise. Oculi are deadly dangerous. Most who meet one don't survive the experience."

"But you and Gramma killed one, didn't you?" Jake asked.

"No. No, we didn't. We fought one and managed to drive it off without being killed." The elderly man sipped his wine and locked eyes with his equally elderly wife. "We were very lucky that day."

* * *

Adelf the elf led the way, carefully picking his way through the ruins. Some eighty years before Agarmemnar had been a thriving commercial center, the jewel of the eastern seaboard. Success bred jealousy, and several rivals had banded together to hire mercenaries to reduce the powerful city-state. The result was the ruin the party picked their way through; holes in the ground where wooden buildings collapsed and burned, stone buildings crumbled, evidence of fires still visible on the few remains amongst the trees, bushes, and weeds that reclaimed the formerly beautiful city.

Etjar, Trajan, Marissa, and Adelf had been hired by a sage, Sugarro, to lead him and his men to a tower within the city, one that had never been broached. No one knew what the elf thought, but the three humans were all wondering if this commission was a good idea.

Small animals and birds were visible, and intelligent eyes could be felt. Some humans never left the city, although most of the survivors fled as soon as they could. Treasure seekers continuously pawed the ruins for trinkets, while the permanent inhabitants avoided all, watching everything. It was not a good place to be alone, or unguarded.

An hour later they came within sight of the tower. It wasn't tall, maybe sixty feet, and was a squat forty feet in diameter. An eight foot wall, untouched by time, surrounded it, keeping invisible a courtyard that was probably thirty feet across. The wall and it's single gate stood out oddly after passing through the city – both were untouched by the ravages of man, elements, and time. Nothing had been built within eighty feet of the wall, so a huge area – nearly three hundred feet across – contained nothing but the tower and its enclosing wall. Low weeds and grasses grew in the area, but nothing above knee height. The gate was open and showed more of the same.

His eyes gleaming, Sugarro heavily stated, "We are here!"

Etjar eyed him. "You agree that we have fulfilled our commission? We have guided you to the tower?"

Eyes closing to slits, the sage breathed, "Yes you have." Snorting he continued, "Begone!"

Etjar, Trajan, Marissa, and Adelf moved into a defensive arrangement, facing the sage amidst his cluster of thugs. "We are owed a sum of 200 gold crowns as the remaining payment for our services, as we agreed."

"I paid you well enough already," he grated out. "I deducted 10 gold crowns for every time any of you were insolent. Be thankful I do not charge you for wasting my

patience and take back what you were already paid. Leave now and I will spare your lives."

Swords rasped as the elf and the two big men drew their swords. "Whose life will be spared?" Trajan asked softly.

A ragtag shower of thrown spears rained upon the sage and his men, and one of the bullies gurgled out his life after one drove through his neck. Another flight of spears wobbled after the first. "*It's a wonder they hit anything*," Trajan marveled at the raggedness of the flight.

A dozen unkempt men boiled out of the bushes, rusty swords in hand, their eyes gleaming in madness. They hit Sugarro's men hard and slaughtered two in the first moments. But those men bought time – Sugarro rasped out words of magic and five bolts of red flaring energy erupted from the fingers of his left hand, each spearing a different target. Three of the men dropped with black holes burned in their chests. The other two threw themselves on the sage. A glowing dagger appeared in each hand and the sage – revealed as a mage – deflected sword strokes and slashed an attacker across the ribs.

Trajan, Etjar, and Marissa backed away from the fight, forcing themselves to glance around for other dangers. They barely watched Sugarro kill his second opponent with a deft stab and his men finish off the remainder, although another of the thugs' number fell to a rusty blade.

Half his force down, the sage turned back to the party. "It seems there are dangers here. Would you like to earn back some of the money you owe me?"

Trajan shook his head. "*This jackass was beyond arrogance.*" Then something happened that he had never heard before – Marissa screamed in horror. The woman had ice water in her veins, rarely showing any trace of fear. His head snapped to the left to see the thing that floated silently out of the trees, the thing that evoked horror in the battle hardened mage.

To his dying day Trajan could clearly describe the horror that menaced them. It was a spherical, roughly five feet in diameter. The huge eye that filled the upper half of the sphere was locked onto the sage, while another eight or ten small eyes on stalks or tentacles waved around and looked at everything else. A huge mouth filled with jagged teeth and drooling slime occupied the space below the great eye. The rest of the body was rough looking, as if the skin was partially sloughed off, although it looked tough, even at a distance.

Light flashed from the great eye, bathing Sugarro and his surviving men. The glow of one of his magical daggers winked out, and the sage screamed in horror as something unidentifiable happened to him. He dropped both daggers and clutched his head.

One of the thugs screamed as rents appeared in his skin, blood gushing forth. Another readied his sword in a defensive posture, and the last one froze in place.

Marissa howled out words of magic, and three bolts of cyan forth burst from her right hand, flashing across the distance to the thing. Two scorched the body and the third burned a small eye to ash.

Adelf flung a pair of daggers and darted for the tree line. Marissa charged the thing, her staff at the ready. Trajan and Etjar stormed past her, Trajan putting his armored body between her and the thing.

Out of the corner of his eye Trajan saw one thug turn and hack at the still howling sage, while the second started smoking and screaming. Then he had no more time for them, only time to bring his heavy sword down on the thing. A small eye stared at him and he felt drawn into it, an undefinable terror ripping at his conscious mind. His first instinct was to flee and he wanted terribly much to do just that, but the sight of Marissa thrusting her staff into the great eye stopped him. Still gibbering in fear, none the less he hacked at the thing again.

Next to him Etjar slowed, his movements half their normal quickness. He was still fast enough to get in a lick, snipping off a small eye, but something was wrong.

The light of the great eye flashed again, bathing Marissa. She rocked back from the thing and then inky darkness descended upon them, blocking out all light. Not even thinking, Trajan threw himself backwards and down. Some type of heat flashed above him, unseen but palpable. He rolled out of the darkness, which encompassed a sphere easily thirty feet in diameter.

To his left Marissa stumbled out of the darkness, and far too long after that, Etjar on his right. Sheathing his sword he snatched his bow off his shoulder, quickly checking it for damage. It looked ok, so he deftly strung it and snatched two arrows from his quiver, nocking one and palming the other. He backed up as he scanned for movement.

Marissa screeched more words of magic and a red pea flew from her finger into the darkness, blossoming into a sphere of flame. An inhuman scream of rage and pain erupted from the darkness, and the thing rose above it, hovering on nothing. Trajan plunked an arrow into the central eye, and then a second. Etjar, normally a bit faster, got one off after Trajan's second. Marissa screamed off another spell, this one producing a stroke of electricity that encompassed the thing.

Continuing to bellow, it went straight up and then over the tower. Trajan hit it with another arrow and missed with the second. They watched as it flew away. Etjar was still moving slowly, but his movements returned to normal after a few minutes. About the same time the darkness disappeared as fast as it appeared, instantly. On the other side one of the sage's henchmen stood, burned to a cinder. His armor still glowed red from the heat and he must have balanced just right to remain upright. The sage himself was badly hacked, very dead. The last henchman had been caught in the Fireball and burned to death.

* * *

"What powers do the eyes have?" Jannalanga asked.

The elderly woman spoke, "It depends on the oculus, the exact powers vary from one to the next." She ticked points on her fingers. "The little eyes of the one we fought could charm men into being its thralls, heat metal to red hot, cause wounds at a distance, cause slowness, cause fear, and invoke darkness. The big eye evoked an anti-magic ray that could de-magick all but the most powerful magic items, and it may temporarily prevent a spell caster from casting spells."

"Others? I heard of one that could kill with the big eye, and the powers of the small eyes are too numerous to list." She locked eyes with her husband. "We were very lucky that day."

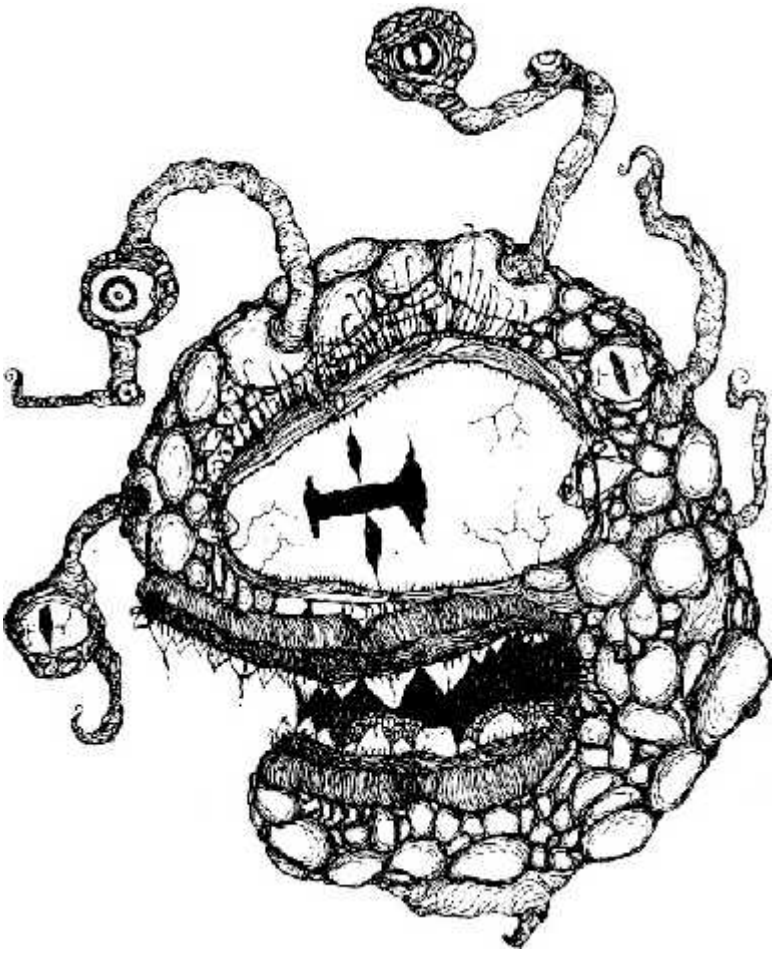
Author's note: This is a complete rewrite of an old familiar monster. I cleaned up a lot of things that have bugged me for years (like HD), added a few things that make sense (like non-surprise), and fleshed out a few things (like anti-magic ray effects) which were left to the DM's imagination.

Oculus Despot

Frequency:	Very Rare
No Encountered:	1
Size:	Large (4'-6' diameter)
Move:	30 ft
Armor Class:	variable
Hit Dice:	10d8 to 17d8
Attacks:	1
Damage:	2d4
Special Attacks:	magic
Special Defences:	anti-magic ray, hard to surprise
Magic Resistance:	special
Lair Probability:	80%
Intelligence:	Exceptional
Alignment:	Lawful Evil
Level/XP:	Variable

The horrid oculus despot is normally encountered in desolate places, often underground but sometimes in the wilderness. Its spherical body floats through the air apparently by levitation, although the means is unknown as this levitation functions even in anti-magical areas.

When first sighting one of these deadly creatures many features fight for the beholder's attention: the gaping mouth filled with pointed teeth that fills the lower part of



the front of the spherical body, the great central eye that fills the space above the mouth, or the over-arching mass of tentacles tipped with smaller eyes that look in all directions.

Note that the creature will have 3d4 functional small eyes. Most oculi will have as many as 12 small eyes, but these are subject to damage and an individual may have fewer functional eyes depending on damage it has suffered recently.

1d40	Minor Power
1	Animate Dead, 30’ range
2	Cause Blindness, 60’ range
3	Cause Critical Wounds, 30’ range
4	Cause Disease, 60’ range
5	Cause Grievous Wounds, 40’ range
6	Cause Light Wounds, 70’ range
7	Cause Moderate Wounds, 60’ range
8	Cause Serious Wounds, 50’ range
9	Charm Monster, 60’ range
10	Charm Person, 60’ range
11	Command, 60’ range
12	Curse, reverse Of Bless, 60’ range
13	Darkness 15’ Radius, 120’ range
14	Death Ray, 40’ range, single opponent, save vs. Death Magic or die
15	Disintegrate Ray, 30’ range
16	Dispel Magic, 60’ range
17	Fear, as wand, 60’ range
18	Feeblemind, 60’ range
19	Flesh-Stone Ray, 30’ range
21	Fumble, 120’ range
21	Gust Of Wind, 120’ range
22	Heat Metal, 40’ range
23	Hold Person, 90’ range
24	Levitate, 120’ range
25	Otiluke’s Freezing Sphere, ray only, 60’ range
26	Paralyzation, as wand, 60’ range
27	Poison, 50’ range
28	Polymorph Other, 60’ range
29	Push, 60’ range
30	Ray Of Enfeeblement, 120’ range
31	Silence 15’ radius, 120’ range
32	Sleep, 90’ range
33	Slow, 120’ range
34	Stinking Cloud, 120’ range
35	Suggestion, 90’ range
36	Telekinesis 2,500 GP wt
37	Transmute rock to mud, 90’ range
38	Vanish, 60’ range
39	Wall of Fire, Ice, Force, Iron, or Stone, 60’ range
40	Web, 120’ range

1d4	Major Power
1	Magic Jar, 60’ range
2	Minor/normal/Major Globe of Invulnerability
3	Powerword Kill, 60’ range
4	Powerword Stun, 90’ range

Note: The *Magic Jar* and *Powerwords* affect only a single creature. See the article *Expanding the Globes of Invulnerability* in this issue for details of the *Greater Globe of Invulnerability*.

While the oculus despot can bite, that is its last line of attack, for it uses the magical abilities of its eyes to horrible effect. At will the great eye projects an anti-magic ray up to 140' range, with an initial diameter of 5' and an ending diameter of 30'. All magic items within the ray must save vs. Disintegrate or be permanently drained of magic. Spell casters must save vs. Death Magic or be unable to cast spells for 1d6 rounds. Note that this attack may be used only on opponents within a 30 degree arc in front of the beast. This power can be used at will.

It has been reported that some oculi have exhibited different major eye powers, as indicated in the Major Powers table.

The small eyes can look in all directions except below the creature. Generally 1d4 of the eyes may look in any direction, e.g., not all eyes can bear on a single target. Each eye projects a different spell effect, the most common of which are listed in the following table. Note that some effects are designated as a ray, indicating it applies to a single creature, whereas the spell the effect is based upon may affect a larger area. Unless otherwise specified, the effect is equivalent to the referenced spell cast a level equal to the hit dice of the oculus despot.

Note: 1d40 is not a common roll. To simulate this roll 1d4 and 1d10. Multiply the d4 roll by 10 and add to the d10, excepting when the d4 roll is a 4, in which case discard it. Some examples:

1d4 = 2 and 1d10 = 9, so 2*10 + 9 = 29

1d4 = 4 and 1d10 = 6, so 0 + 6 = 6

Attacks from below prevent the smaller eyes from bearing upon the attacker while attacks from above may allow all smaller eyes to attack a target. Survivors of battles with oculi have reported that given the number of eyes facing in all directions, the oculus despot is impossible to surprise except from beneath, in which case surprise is 3 in 6.

The oculus despot is an aggressive, greedy creature, wantonly killing for pleasure and treasure. They attack most opponents immediately and with no provocation. However, if confronted with what it believes to be a strongly superior force the creature may negotiate, typically asking a bribe for it to not attack. If battle is going against it, the oculus despot will also negotiate although it will attempt to do so from a position of strength, regardless of what the situation may be. It will keep its word but being exceptionally intelligent it will attempt to twist things in its own favor, and it is not unusual for one to speak 2d4 languages, or possibly even more.

The body is coated in a chitin-like material that offers excellent protection (AC 0). The tentacles are also covered by the same material, although thinner and lighter, offering lesser protection to those organs (AC 2). The great eye is the least protected, having no such covering (AC 7).

Rear and side attacks typically target the armored body (75%) although the small eye stalks may be hit (25%). Frontal attacks still typically target the body (75%), with a potential to target the great eye (15%) and the eye stalks (10%). Although the eye stalks (AC 7) and great eye (AC 2) are easier targets the relatively large body attracts the attacker's focus.

Note that the body represents 2/3 of the oculus despot's hit points with the great eye representing the remaining 1/3. Each of the eye stalks takes an additional 1d4+8 hit points of damage to destroy. Destroyed eye stalks will grow back, and even the great eye will grow back if destroyed (loss of all hit points) although that is believed to take significantly longer. Loss of all body hp results in death. Note that oculi will flee if 1/4 of their small eye stalks are destroyed, if the major eye suffers 1/3 hp loss, or if the body suffers 1/2 hp loss.

Treasure: 3d6*100 PP (30%), 2d10 gems (55%), 1d12 jewelry (50%), any 1 magic item (15%), 2d4 potions (40%), 1d4 scrolls (50%).

Wand of Wasps

by Andrew Hamilton

This wand has three powers. It may be used to strike a foe, striking as a +1 weapon. Such a strike causes a very painful sting, much like a giant wasp sting, and the point of contact immediately swells as if the victim has been poisoned. This attack uses 1 charge and causes 2d6 hp of damage (save vs. Poison for half damage). The wand's second power (which uses 1 charge) is to summon 6 "wasps" that home in on any target identified by the wand's wielder; the wielder may target multiple opponents. Each "wasp" strikes unerringly, bypassing armor, and causes 1d4 hp of damage (save vs. Wands for half damage). The third and final power only works outdoors, and expends 2 charges to summon a giant wasp, which responds to the mental directions of the wand's wielder.

GP value 35,000; XP value 3,500

Potion of Magic Protection

by Bryan Fazekas

Drinking this potion hardens the imbiber's strength to resist magical effects of spells, creatures, and items. All saving throws vs. magical effects improve by +4. The effects of the potion last for 3d6+6 rounds.

GP value 350; XP value 800

Potion of Magical Boosting

by Bryan Fazekas

Any spell caster drinking this potion gains a bonus to all spells cast for the duration of the potions effect, which is 2d4 rounds. All spells cast during the effect have a 50% increase in duration and area of effect, and effects improve by +1 per die. Note that spells do not all benefit equally, e.g., *Cure Light Wounds* still functions on only 1 creature, but +1 point of healing is gained. *Fireball* gains extra range, area of effect, and damage -- and the caster should consider the increased area of effect, which is a 30' diameter sphere not a 20' sphere.

GP value 350; XP value 800

Creature Feature IV: Wesley's Monsters

by C. Wesley Clough

These monsters are selected from Wesley's monster thread in the Workshop forum on Dragonsfoot: http://www.dragonsfoot.org/forums/viewtopic.php?f=42&t=45786

Note: The drawings in this article are also Wesley's work!

Ban'Sidhe

Frequency:	Very Rare
No. Appearing:	1
Armor Class:	4
Move:	12"
Hit Dice:	6
% In Lair:	10%
Treasure Type:	P, T
No. of Attacks:	2
Damage/Attack:	1d4+1
Special Attacks:	See below
Special Defenses:	Cold Iron or Magic Weapons to Hit
Magic Resistance:	40%
Intelligence:	Very (11-12)
Alignment:	Neutral
Size:	M
Level/XP:	VI / 525 + 6/hp

The Ban'Sidhe is a fae creature that attaches itself to certain noble families. It watches over the family and acts as a protector at times, although it prefers to be unseen, even by those it protects. When a family member dies it's wailing can be heard for miles. It is said that the grief keens of the peasants are an imitation of the ban'sidhe's wail. A ban'sidhe is often mistaken for an undead creature at first glance. It looks much like an old crone, gaunt and bent with age. It is semi-translucent, allowing some light to filter through it, giving it an unworldly and even slightly incorporeal appearance. Some people think that the ban'sidhe is an evil spirit, and claim that the wails cause death, however this is untrue.

Ban'Sidhe seldom seek out combat, preferring to oversee their chosen family in peace. They will enter combat in defense of the family if they see it as unavoidable, however, and at such times they prefer to distract and confuse foes with their spell-like abilities rather than fight physically.

All ban'sidhe can use the following spells, at will, 1 per melee round: *Bestow Curse* (the reverse of *Remove Curse*, 1/day), *Blink*(1/day), *Change Self*, *Confusion*(1/day), *Fly* and *Invisibility*. All spells are cast at 6th level of magic-use.

Once per turn the ban'sidhe can release a keening wail which is much like the one produced when a member of the protected family dies, but is much more piercing. All creatures with in 3" that fail a save against spells will be overcome with grief and receive a -2 on to hit rolls and saving throws for 1d4+1 turns. In addition anybody struck by the ban'sidhe's clawed hands in combat must save vs. paralysis or be held rigid for 1d4+1 melee rounds. Ban'Sidhe have excellent infravision and ultravision (both 90').

Blood Monster

Frequency:	Very Rare
No. Appearing:	1d2
Armor Class:	2
Move:	18"
Hit Dice:	7
% In Lair:	10%
Treasure Type:	Q (x5), E
No. of Attacks:	2
Damage/Attack:	2d4
Special Attacks:	Bleeding wounds
Special Defenses:	Nil
Magic Resistance:	Standard
Intelligence:	Animal (1)
Alignment:	Neutral
Size:	L
Level/XP:	V / 350 + 8/hp

Believed to have been created in ages past by the experimentation of an insane lich, the blood monster is a rare and dangerous offshoot of the rust monster. In appearance a blood monster looks much like the creatures they were originally made from, although they are larger and their bumpy hide is uniformly deep crimson in color. Unlike their more common relatives, the

blood monster has a toothless sucker like mouth, and the antennae below its eyes are bladed with sharp scalpel like edges of gray-green bone. Blood monsters are often found in the same areas as normal rust monsters, and they often follow the other creatures around, waiting for them to destroy the armor and weapons of potential prey, to make the kills that much easier. Although they lack the rusting ability of their more common relatives, blood monsters are possibly a greater danger due to their lethal attacks.

Any hit from a blood monsters antennae will cause 2d4 points of damage, and a wound that will continue to bleed, afflicting 1 point of damage per round to the target until the wound is bound or cured. The blood loss from multiple hits from an antennae are cumulative. Blood monsters can smell blood from up to 90 feet away. They prefer humanoid blood but will take other types if food is scarce. When blood is detected the blood monster will generally rush forth to try to slash at the potential prey, seeking to create as many bleeding wounds as possible. After the battle they happily go about sucking up the spilled blood with their sucker like mouths.

Jelly, Sepia

Frequency:	Rare
No. Appearing:	1d2
Armor Class:	6
Move:	3"
Hit Dice:	11
% In Lair:	Nil
Treasure Type:	Nil
No. of Attacks:	1
Damage/Attack:	3d6
Special Attacks:	Nil
Special Defenses:	See below
Magic Resistance:	Standard
Intelligence:	Non-
Alignment:	Neutral
Size:	L
Level/XP:	VII / 2,700 + 16/hp

The Sepia Jelly is a form of giant amoeba, much like its more common relative the ochre jelly. They tend to haunt the same environments as their lesser kin, though they are often found deeper in the underworld then is typical of the ochre jelly. A sepia jelly is generally no less than 12 feet across, although it may only be about a foot and a half thick at its thickest. The digestive fluids of a sepia jelly affect any organic matter it comes across.

A sepia jelly is immune to piercing weapons like arrows or spears; attacks from slashing or cleaving weapons such as swords or axes will cause the jelly to split into two man-sized sepia jellies each with half the hit points of the original, but otherwise identical. Bludgeoning weapons deal normal damage to a Sepia Jelly. Sepia jellies also take normal damage from fire, cold and magical attacks, with the exception of lightning which will deal no damage and divide the jelly (as with slashing weapons above).

Magrite

Frequency:	Rare
No. Appearing:	1d3
Armor Class:	4
Move:	9"
Hit Dice:	10
% In Lair:	25%
Treasure Type:	D
No. of Attacks:	3
Damage/Attack:	2d6
Special Attacks:	See below
Special Defenses:	Only surprised on a 1 in 8
Magic Resistance:	Standard
Intelligence:	Low
Alignment:	Chaotic Evil
Size:	L (8' tall)
Level/XP:	VII / 1,800 + 14 /hp

These rare creatures are sometimes found lurking in lonely ruins or tangled forests, but are more often encountered in the deep areas beneath the earth frequented by such creatures as derro and drow.

Magrites attack by means of the large, scaled, pincered tentacles that sprout from their shoulders, and a third, similar tentacle that grows from the base of its spine like a tail, their powerful hind legs allow them to leap up to 3" and still attack. Any natural 'to hit' roll of 18 or higher means that the tentacle has entwined around its target in addition to inflicting normal damage. Entwined characters have a 25% chance of having both of their arms pinned, a 25% chance of having only one armed pinned (determine randomly which arm), and a 50% chance of both arms remaining free. An entwined character will automatically be hit for double pincer damage (4d6) each round. A successful bend bars roll will allow a character to break free of the tentacles grip.

Characters with edged weapons can attack an entwining tentacle directly; the tentacle has AC 3 and can be severed by dealing it 12 points of damage. Tentacle hit points are not part of the monsters total hit points, though severing a tentacle does cause it to release its hold, and eliminates one of the magrite's potential attacks. A magrite can only entwine one man-sized or smaller opponent in any given tentacle at a time, but may attack up to three different targets at once, using one tentacle against each.

A magrite's large compound eyes give it a wide angle of vision and the creatures can see in the infrared spectrum (60' infravision). This combined with the creature's sharp senses of smell and hearing combine to make it difficult to surprise a magrite.

Otyoll

Frequency:	Very Rare
No. Appearing:	1d4
Armor Class:	4
Move:	9"
Hit Dice:	7
% In Lair:	20%
Treasure Type:	C
No. of Attacks:	6
Damage/Attack:	1d6+2/1d6+2/2d4/2d4/1d8+2/1d4+1
Special Attacks:	disease
Special Defenses:	Regeneration
Magic Resistance:	Standard
Intelligence:	Low
Alignment:	Chaotic Evil
Size:	L
Level/XP:	VI / 775 + 8 /hp

A horrid crossbreed of a troll and an otyugh, the otyoll appears as a large, pale, three-legged troll with a sucker like mouth in the center of its belly and a pair of tentacles sprouting from its sides. An otyoll stands about 9' tall and is slightly more robust then a normal troll, with dead gray looking skin and dark green or black ropy tentacle like hair. Otyolls can survive on the trash and offal that normal otyughs love, but have a far crueler and malicious temperament, preferring fresh meat over carrion and dung, thus they are rarely found in the symbiotic relationships with other monsters that otyughs often enter in. Otyolls tend to be more social than do otyughs, but less so than trolls, with groups of up to 4 of them sometimes being found together. Otyolls speak the languages of otyughs and trolls, and like a normal otyugh have a limited form of telepathy that allows them to communicate with other creatures if they so desire. Although originally created as part of a magical experiment by a mad wizard, otyolls have proven to be a viable species that breeds true.

In combat an otyoll can attack up to three different opponents per round, provided that they are within reach, with two claws, two smashing tentacle blows, and a bite from each of its mouths. Opponents bitten by an otyoll have a 75% chance of contracting a random Muscle disease. Otyolls regenerate as do trolls, at the rate of 3 points per round starting three rounds after being injured, fire and acid damage is not regenerated. As with a troll, severed parts will continue to attack on their own, and will slither together and rejoin unless burned or exposed to acid. An otyolls senses are extremely keen, giving it 90' infravision, and making it difficult to surprise (1 in 6).

Friend or Foe: Greater Fae

By Andrew Hamilton

Dustywind, The Outcast

Common Fae

MV 12"/18" (MC: C), AC 4 (base 6), HD 6+12, Hp 42, Atts 1, Dmg by weapon (+3), SA +1 to hit, stealth (surprise foes 3 in 6), glamer, SD alertness (surprised 1 in 6), MR 16%, AL CN, Size M (5'6"), XPV 1,276; Str 18/20, Int 12, Wis 12, Dex 16, Con 16, Cha 16, Com 22

Dustywind (the name he uses with mortals, he carefully guards his true name) is an outcast; he claims it is by choice as he wishes to serve no master but himself. His true appearance is uncertain, but he has wings (normally appearing only when he takes flight, and then appearing similar to a sprite's wings, translucent and vaguely butterfly like). He has light brown hair, shoulder length and a penetrating gaze, with the kind of handsome beauty that bards sing about. When he smiles and fixes his gaze upon a mortal it is dazzling and captivating.

Carrying a short sword in addition to his short bow, Dustywind will sometimes cross to the mortal realm to hunt stags or other game (as well as to escape the perpetual machinations of other Great Faeries). On these trips, Dustywind often seeks the company of women, mortal as well as creatures like nymphs, sylphs, sirines and dryads. He has left a string of broken hearts behind him; but just as many would offer the greater faerie protection and aid if he asked for it.

As an outcast, Dustywind must tread carefully when in the company of other Great Faeries and other denizens of the Seelie and Unseelie Realms. The lack of a Noble's protection leaves him vulnerable to the whims of any creature of power. However, Dustywind is reckless, wanders through the demesnes of various Nobles, and has been known to aid mortals who make their way to the faerie realms (he has also been known to abandon them if they become "boring" or accompanying them places him in danger).

Autumnfall, The Smirking Knight

Faerie Knight

MV 12", AC -1* (7 base), HD 8, Hp 39 (+17 from armor), Atts 1, Dmg by weapon, SA stealth (surprise foes 3 in 6), glamer, spells & spell like abilities, SD alertness (surprised 1 in 6), MR 24%, AL NE, Size M (5'0"), XPV 2,410; Str 8, Int 19, Wis 14, Dex 18, Con 14, Cha 12, Com 13

Spell like abilities include *Dancing Lights* (1/day) and *Darkness* (1/day). Memorized spells (as a 7th level magic-user) include *Charm Person, Enlarge, Run, Sleep; Forget, Invisibility, Tasha's Uncontrollable Hideous Laughter; Dispel Magic, Vampiric Touch; Evard's Black Tentacles*.

Autumnfall has sworn fealty to the Lord of Darklaugh Hollow, and finds himself sent to the mortal realm far more often that he'd like. He is often sent to gather allies (goblins, orcs and worse) or captives (often young elves or humans) in the mortal realm and bring them back to Darklaugh Hollow. Autumnfall normally takes the

appearance of a scowling, grim faced elf with greyish skin, and wears faerie mail as armor (a "gift" from his Lord to aid him in the mortal realm). His scrawny, nearly skeletal, build betrays his physical weakness; however his intellect makes up for it, and he is exceptionally quick and dexterous. Unfortunately, he is bitter, and that bitterness makes it impossible for him to effectively fascinate or captivate mortal targets.

Autumnfall finds his service grating; he hates goblins and such ilk and each moment that he is around such creatures (many of which are slave-soldiers in the service of Autumnfall's master) is a moment that he is plotting to escape his Lord's service. He has also had his Lord seize various magical treasures that he brought back from the mortal realm; another affront that Autumnfall cannot easily forgive. Should an opportunity present itself, Autumnfall will seek to seize magical items from mortals, and conceal them from his Lord.

While Autumnfall will discharge his instructions to the letter, he will constantly search for an opportunity to pervert those instructions, or otherwise weaken his Lord's position. Autumnfall seeks to increase his personal power and become a Lesser Noble himself (and, perhaps, ultimately even a Noble). He is not above cutting a deal with a rival of his Lord, or making his own "side arrangements" in an effort to gain power. The Lord of Darklaugh Hollow is fully aware of Autumnfall's machinations (and Autumnfall is aware his Lord knows); The Lord of Darklaugh Hollow finds such efforts amusing and allows them to continue, for the time being.

Grudgeon, The Keeper of Tangleoak

Lesser Noble

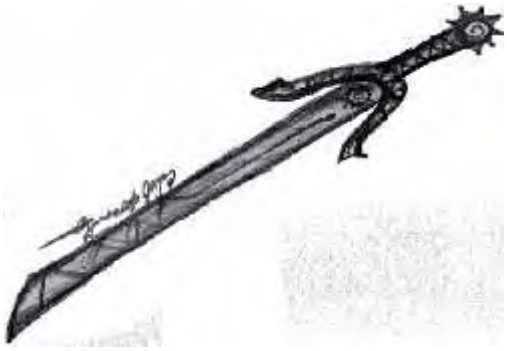
MV 12", AC 2 (4 base), HD 9+9, Hp 56, Atts 1, Dmg by weapon (**Cudgel +2**, 1d6+5 including strength), SA +3 to hit with magical cudgel, stealth (surprise foes 3 in 6), glamer, spells & spell like abilities, SD alertness (surprised 1 in 6), MR 22%, AL CN, Size M (5'3"), XPV 4,234; Str 18/06 Int 15, Wis 13, Dex 16, Con 15, Cha 14, Com 11

Grudgeon's spell like abilities include the ability to cast *Sleep* (1/day), *Blur* (3/day) and *Magic Mirror* (3/day, but only in his own domain).

Grudgeon is a hairy, stocky (5'3" but 180 lbs) and muscular creature, a slight hunched back with satyr's legs and little horns, his heritage definitely shows. He carries a magical cudgel (a **Cudgel +2**) and **Magical Pan Pipes**. These pipes allow Grudgeon to cast *Charm Person Or Monster* (3/day), or boost the efficacy of his *Sleep* spell-like ability (treating targets as being 1/2 of the actual level or hit dice).

Despite his physique, Grudgeon is very agile and acrobatic (he has the abilities of an 11th level thief-acrobat). He wanders through his domain, cudgel tucked into his belt, grumbling and mumbling to himself as he goes. The domain of Tangleoak is an 800 acre copse of old oaks, with a canopy so thick that almost no sunlight leaks through.

Grudgeon serves the Lady of Winterflower, and is flighty, with a very short attention span. He maintains his role due to his willingness to fight on his Lady's behalf, and his willingness to kidnap female children from the mortal realm to be brought back and act as hand-maidens for his Lady. He has been allowed to keep a few, which form his harem, and are kept (under the watchful eye of several very large wolves) in a small forest glade. A few of his harem have been kidnapped by Leaflight, a Knight serving the Lady of Falling Dreams, a history that makes that Faerie Knight a hated rival



The Lord of Darklaugh Hollow

Faerie Noble

MV 12", AC -1 with faerie mail & Dexterity (5 base), HD 11, Hp 67 (30* from armor), Atts 1, Dmg by weapon **(Aerie Short Sword +3**, 1d6+6, SA stealth (surprise foes 3 in 6), glamer, spells & spell like abilities, SD alertness (surprised 1 in 6), MR 40%, AL CE, Size S (4'0"), XPV 12,222; Str 18/40, Int 17, Wis 18, Dex 18, Con 7, Cha 14, Com 13

The Lord of Darklaugh Hollow is clad in faerie mail and wields a beautifully crafted short sword (a +3 weapon). He also has a magical ring, taken from a mortal foe, a **Ring of Air Elemental Command**.

Lord Darklaugh has fine, child-like features, and is very short and slender. His eyes are deep green, and his long hair is silver with green-tinges, often with some leaves tangled. These are subtle cues to his dryad heritage. However, he looks angry, not calm, which is quite offsetting.

An accomplished illusionist, Lord Darklaugh has the abilities of an 11th level illusionist. His memorized spells include (5/4/3/3/2): *Chromatic Orb, Color Spray, Phantasmal Force, Spook, Wall of Fog; Blindness, Blur, Hypnotic Pattern, Mirror Image; Spectral Force (x 2), Wraithform; Confusion, Emotion, Improved Invisibility; Advanced Illusion, Chaos*

In addition, he has the following at will abilities *Detect Illusion* (3/day), *Pass Plant* (1/day), *Suggestion* (3/day), *Tree* (1/day). In his realm he may use *Reflecting Pool* (3/day) and *Hallucinatory Terrain* (3/day) at will.

Rinishka, Lady of the Silent Waters

True Noble

MV 12"//36", AC -3 (-6 with **Ring of Protection**), HD 13, Hp 90, Atts 1, Dmg by weapon, SA stealth (surprise foes 3 in 6), glamer, spells & spell like abilities, SD alertness (surprised 1 in 6), comeliness, spells, spell-like abilities, MR 68%, AL CN, Size M (5'4"), XPV 26.520; Str 14, Int 20, Wis 19, Dex 19, Con 14, Cha 19, Com 27

Rinishka carries a magical **Water Sceptre**, which is formed of water, but it strikes at +3 to hit for 2d6+3 hit points of damage, causing double damage vs. fire dwelling or fiery creatures (4d6+6 hp). It also provides its wielder with resistance to fire, and the ability to (1/day each at the 20th level of ability) *Raise/Lower Water*, *Part Water*, and *Create Water*).

In addition to her Water Sceptre, Rinishka carries the following magical items; **Ring of Protection +3** and a **Dolphin Bracer** (made of silvery metal that seems almost liquid, has a dolphin engraved on it that seems to move, allows the wearer to take the form of a dolphin 3/day

At will, at the 20th level of ability, Rinishka can use each of these spell-like powers 4/day*; Charm Person*, *Entangle, Faerie Fire, Fear, Forget, Invisibility, Non-Detection* and *Water Breathing*. Within her demesne, 3 times (each) per day Rinishka can use *Eyebite, Distance Distortion, Raise/Lower Water* or *Tempus Fugit*. Twice per day Rinishka can summon ("gate") her choice of one of (a) a single 16 HD water elemental, (b) 1d4+1 kelpies, (c) 1d3 nereids or (d) 1d3 sirines. These entities serve her faithfully and to the best of their ability.

In addition to her spell-like abilities, Rinishka has the spell casting abilities of a 14th level illusionist, and often memorizes (5/5/4/3/2/2/1) *Color Spray, Hypnotism, Phantasmal Force (x 2), Wall of Fog; Blindness, Blur, Hypnotic Pattern, Misdirection, Mirror Image; Dispel Illusion, Paralysation, Spectral Force, Suggestion; Confusion, Dispel Magic, Improved Invisibility; Advanced Illusion, Projected Image; Mass Suggestion, Permanent Illusion; Weird.* Rinishka has a large library of spells, and may be safely assumed to know any illusionist spell that the DM wants/needs her to have memorized.

Rinishka normally appears as a blue-skinned, elf-like creature dressed in a flowing gown of water; however her form is constantly changing in subtle ways. Her legs may disappear, becoming more like the legs of a triton, or a mermaid, or even a column of water. Her height may also change, and her hair may lash like waves breaking on a beach or like white water. Rinishka claims dominion over the waterways and water bodies of the Otherworld, although several Nobles contest her claim over specific ponds or pools. She comes and goes as she pleases, crossing the demesnes of other Faerie Nobles without regard for their boundaries, making her unpopular with most Faerie Nobles. She is served by at least 6 Nobles, who in turn have their entourages of Lesser Nobles (who may have their entourages) and Knights.

The Toybox I:
New Weapons VI – Rome and Other Random Weapons

by Nicole Massey

Item	Cestus	Discus	Sword, Drusus	Sickle	Sword, Claymore	Sword, Great	Sword, Saber
Unit Size	Pair	Each	Each	Each	Each	Each	Each
Price	1gp	5gp	50gp	6sp	25gp	45gp	17gp
Encumb	20	35	30	30	100	150	50
Length	4"-7"	7"-8.5"	1.5'-2'	8"-16"	3.5'-6.5'	9'	2'-3'
Width	2"-4"	2.5"	2"-4"	5"-10"	4"-6"	1'	2"
HP/DP	n/a	n/a	n/a	n/a	n/a	n/a	n/a
Damage S-M / L	1d4 / 1d3	1d3 / 1d2	1d6+1 / 1d8+1	1d6 / 1d4	1d10 / 3d6	3d4 / 1d10	1d6+1 / 1d8+1
Speed	2	7	3	4	10	12	4
Rate Of Fire	-	2/1	-	-	-	-	-
Range (S)	-	20'-50'	-	-	-	16'-21'	-
Range (M)	-	50'-100'	-	-	-	22'-24'	-
Range (L)	-	100'-150'	-	-	-	25'-28'	-
Ac/Ac Mod	--	0	--	--	--	0	--
Thac0	0	0	0	0	0	0	0
Storage Cap	0	0	0	0	0	0	0
Category	Arms - Blades	Arms - Missile Weapons	Arms - Blades	Arms - Blades	Arms - Blades	Arms - Blades	Arms - Blades
Where Found	Glover	Weapon Smith	Weapon Smith	Weapon Smith	Weapon Smith	Weapon Smith	Weapon Smith
When Found	Heroic	Heroic	Heroic	Heroic	Medieval	Medieval	Renaissance
Zone	Any	Any	Any	Any	Any	Any	Any

First, some Roman weapons …

Cestus: A pair of gloves with blades set in the knuckles and the tops or sides of the outside fingers.

Discus: A heavy throwing disk with a blunt edge

Sword, Drusus: A roman short sword, also known as a Gladius, with a reinforced tip and a double sided edge.

And a few random weapons to fill out our melee weapon selection …

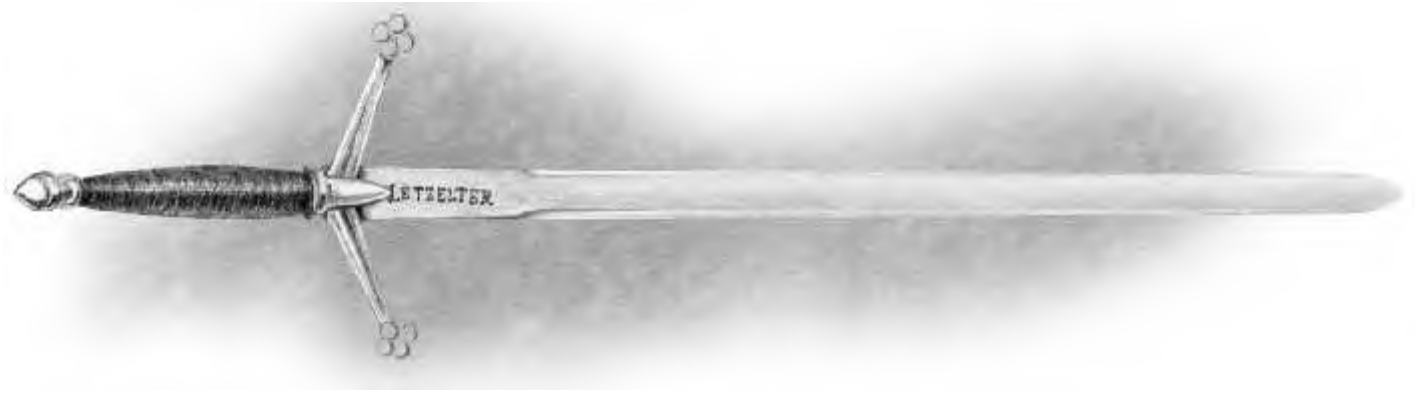
Sickle: A long blade on a handle, usually curved, originally designed for cutting plants.

Sword, Claymore: A Scottish Two Handed Sword, slightly smaller than the standard two-handed sword.

Sword, Great: Any sword greater than 9 feet in length.

Sword, Saber: A curved sword with a single blade and a handle that protects the user's hand.

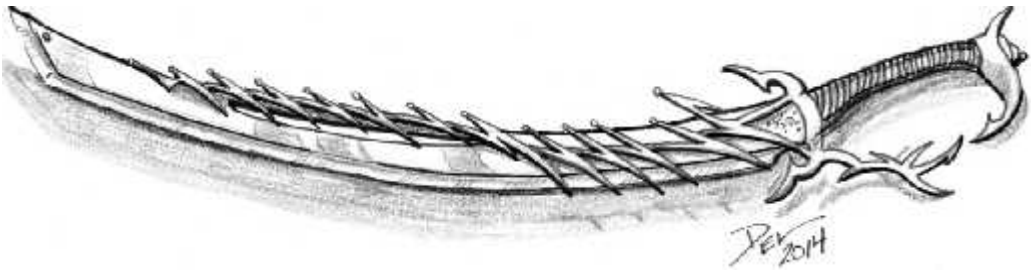
As usual, all of these weapons may be used by fighters, rangers, and assassins, while none of them are suitable for clerics, monks, magic-users or illusionists in by the book games. The sickle is of course suitable for druids, as it is one of their most important tools. Paladins and cavaliers will eschew the cestus and discus as the weapons of commoners, and likewise the sickle is beneath their use. Thieves will use the cestus and sickle and leave the rest alone. Bards may choose the saber or sickle, but they won't bother with the rest.



Weapon vs. Armor Adjustments table

AC	0	1	2	3	4	5	6	7	8	9	10
Cestus	-6	-5	-5	-4	-3	-2	-1	0	1	1	3
Discus	-7	-6	-5	-4	-3	-2	-1	-1	0	0	1
Sword, Drusus	-3	-2	-2	-1	0	1	1	1	1	0	0
Sickle	-4	-3	-3	-2	-2	-1	0	0	1	1	3
Sword, Claymore	2	2	2	2	2	2	3	3	3	1	0
Sword, Great	3	3	3	3	3	3	4	4	4	2	1
Sword, Saber	-4	-3	-3	-2	-2	-1	0	0	1	1	3

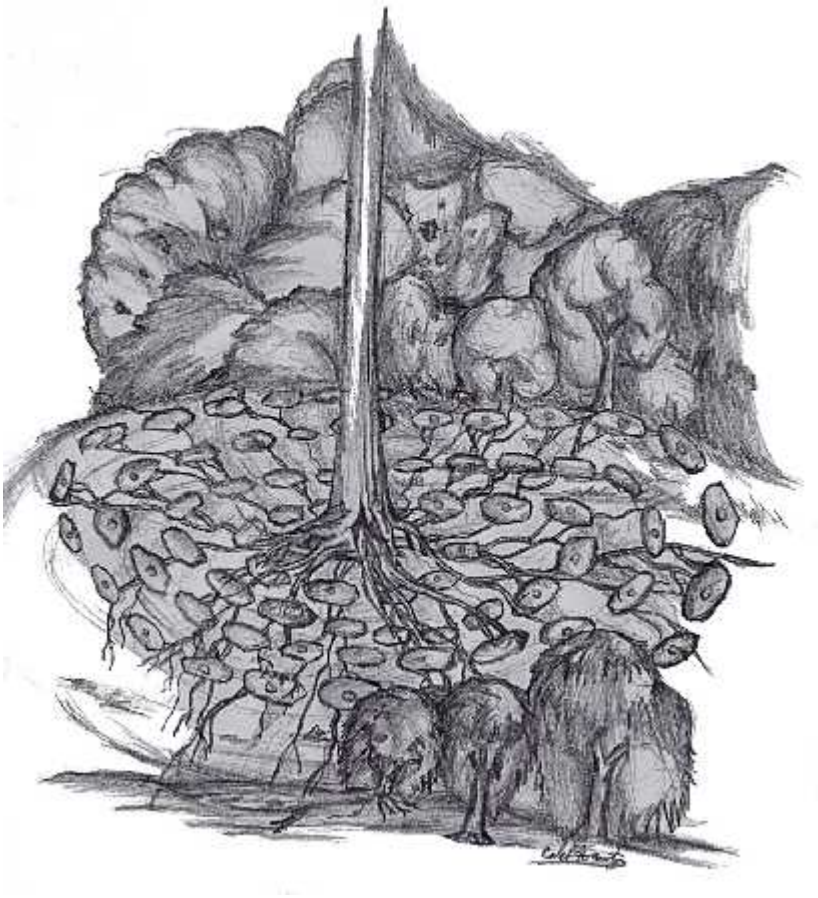
Next time, some random tables to generate different types of weapons.



The Toybox II: Stone Spirals

by Lenard Lakofka

Stone Spirals



Whether the elves taught the gnomes, the reverse, or they collaborated -- Stone Spirals exist in major enclaves of both races. The stone spiral is composed of multiple flat stones set in the earth to form a spiral of at least two rotations. Each stone is flat and polished, and on their underside there is a semi-precious gem of at least 50 gold piece value. The gems do not have to be identical but the most valuable is in the center of the spiral. Typically the spiral will have an outside diameter of between 25 and 40 feet and contain 75 to 150 stones. Stones do not touch each other but a spacing of 3 to 9 inches between the stones is required.

Removal of any stone disrupts the magic of the spiral. Simply putting the stone back, if the semi-precious gem is still in place will deactivate the spiral in 24 hours. Removing two or more stones will irrevocably break the magic and the spiral would have to be rebuilt from scratch. A spell caster of at least 7th level is required for minor powers to be created/restored and an 11th level spell caster for major powers. *Dispel Magic* vs 11th level magic will render the spiral inactive for 24 hours.

A person (human or demi-human only!) must begin on the first stone of the outer spiral and then that person walks the stones at an even pace ending on the inner stone. The entire traverse of the stones should take no more than three rounds. Pausing can occur but stepping onto the earth at any point breaks the building magic potential and that attempt has failed.

The figure cannot employ magic or use a magic item while walking or during a pause. Constant items like a ring, weapon, or armor can be worn during the walk. A cursed item like a **Lode Stone** or a **Ring of Weakness** will prevent the spiral from functioning and will shut the spiral down for 24 hours. At the end of walking the spiral one of the following results will occur:

Minor effects:

- Become invisible.
- Become inaudible and invisible.
- Gain Improved Invisibility.
- Gain the ability to *Detect Magic* and *Detect Evil* for six days at a range of 30 feet. No limit on the number of detections.
- Gain the ability to cast *Light* as the spell five times in the next 6 days.
- Add others at DM description but limited to a 4th level spell effect.

Major effects:

- *Teleport without Error* to another spiral on the Prime Material regardless of whether or not the receiving

spiral also has teleporting power. The walker will visualize and/or name the receiving spiral as he or she walks. If no location is specified the figure will teleport to a random active spiral!

- *Teleport* with the chance of error to any known place on the Prime Material Plane. The Prime Material Plane refers to a location on the same planet.
- Receive the effect of *Cure Serious Wounds*, *Cure Blindness*, *Cure Disease*, or *Remove Curse*. The walker must be thinking of the desired effect as he/she walks.
- The DM might have other effects spiral effects but limited to 5th level magic.

The DM can have a spiral perform multiple effects with a limit of four possible effects. The spiral needs to reset itself after each use and is limited to three persons using the spiral in a 24 hour period. Only one person may walk the spiral at a time.

Other Ideas

Druidic spirals have a large tree in the center (often) and are usually surrounded by dense bushes (often with thorns).

Spirals could have another power if the person traveled from the inside stone to the outside one.

Another thought for druids is spiraling backwards and gaining three *Call Lightening* spells using d8 instead of d6. A cleric might get *Flame Strike*. The DM should set a minimum level requirement to gain these spells.

A spiral could be used by a person *Blessed* by a druid/cleric and a power, like healing, could be invoked if done within a certain number of rounds after the *Blessing*.

More detail might be needed on WHO can use each spiral, e.g., a non-neutral using a spiral (N, also NG, LN, CN or NE perhaps)} could get fried, teleported to someplace nasty, etc. Different classes might get different results.

It does have its possibilities doesn't it?

And a bonus item!

Ring of Star Shine

This ring is known to dwarven and gnomish craftsmen, and some have been shown to elfin craftsmen as well.

The primary function of this ring is a dim light (as a candle) that has three hours of usable light. Those three hours can be continuous or separate. If separate the duration must be at least one full round and five separate uses are possible.

The ring may be recharged by exposing it to continuous star light for one full hour. Cloudy and partly cloudy nights are the bane of the recharging process. If the recharging is interrupted for a full round the recharging must begin anew. The ring can be recharged twice on the same night.

The ring also has a bonus function, which is only usable under a night sky that has periods of star shine on the ring. The ring must be at least 1/2 charged for the bonus function to work. This does not mean recharging, but rather having used less than half of its light function.

Each ring will have a single bonus function, which will drain any remaining charge in the ring. The possible bonus functions are:

1. Cure 1d6+1 points of damage.

2. Levitate the wearer and carried items (including a living thing) of no more than 300 lbs. The rate of assent is 5 feet per round and limited to a maximum height of 50 feet.

3. Create a quart of fresh water or three pieces of fresh edible fruit that will quench hunger for six hours per piece of fruit. The fruit must be eaten within 72 hours or it suddenly rots. The water remains indefinitely. The wearer must have an available container for the water.

4. Give the wearer Infravision for a period of three hours.

GP value 4,000; XP value 1,000

Spell Caster's Paradise I: Expanding the Globes of Invulnerability

by Bryan Fazekas

Clarifying and expanding an old favorite

The *Minor Globe of Invulnerability* (*AD&D Players Handbook*, page 77) is a staple in many campaigns, temporarily eliminating the danger of deadly spells such as *Fireball* and *Lightning Bolt*, as it prevents 1st, 2nd, and 3rd level spells from penetrating a 10' diameter sphere centered on the caster. Smart players use it in tight quarters so they can use area effect spells on their enemies without roasting or frying themselves or their friends.

The *Globe of Invulnerability* expands that ability, protecting against 4th level spells as well. But is this the end of it? Is there more that can be done?

Absolutely! Read on!

Note: The versions of *Minor Globe* and *Globe* presented here are slightly different from the *AD&D Players Handbook*. The differences mostly clarify the spells although the casting time for the *Globe* is reduced from 1 round to 6 segments, which makes more sense.

Minor Globe of Invulnerability I

Level:	Magic User 4
Type:	Abjuration
Range:	0
Duration:	1 round/level
Area of Effect:	10' radius sphere
Components:	V, S, M
Casting Time:	4 segments
Saving Throw:	None

This spell produces a magical sphere around the caster which blocks the penetration of all first, second, and third level spells, as well as all spell-like abilities and effects of creatures or devices that are equivalent to such spells. For instance, if a *Fireball* detonates just outside of a sphere, the fire will stop at the sphere and not affect anything inside, while if the *Fireball* attempts to pierce the sphere it will fail completely upon touching the sphere. Note that this has no effect upon 4th level or higher spells.

The caster may cast any sort of spell within the globe as long as the target of the spell is not within the globe's area. A magic user could cast a *Fireball* out of the sphere, but a *Shocking Grasp* would fail.

The sphere shimmers lightly and is visible in most conditions except in bright light. The sphere can be destroyed by a successful *Dispel Magic*. The material component is a glass or crystal bead which is consumed in the casting.

Minor Globe of Invulnerability II

Level:	Magic User 5
Type:	Abjuration
Range:	0
Duration:	1 round/level
Area of Effect:	20' radius sphere
Components:	V, S, M
Casting Time:	5 segments
Saving Throw:	None

This spell is identical to the fourth level *Minor Globe of Invulnerability I* (q.v.), except the area of effect and casting time, which is increased from a 10' to a 20' diameter sphere.

Globe of Invulnerability I

Level:	Magic User 6
Type:	Abjuration
Range:	0
Duration:	1 round/level
Area of Effect:	1" radius sphere
Components:	V, S, M
Casting Time:	6 segments
Saving Throw:	None

This spell is identical to the fourth level *Minor Globe of Invulnerability I* (q.v.), with three differences: 1) a longer casting time; 2) it also prevents the functioning of fourth level spells within the globe; and 3) Spell casters other than the original spell caster may cast spells of fifth level or higher within the sphere if the target of the spell is outside of the area of effect.

Globe of Invulnerability II

Level: Magic User 7
Type: Abjuration
Range: 0
Duration: 1 round/level
Area of Effect: 1" radius sphere
Components: V, S, M
Casting Time: 7 segments
Saving Throw: None

This spell is the same as the sixth level *Globe of Invulnerability I* (q.v.), except the area of effect, which is increased from a 10' to a 20' diameter sphere.

Major Globe of Invulnerability I

Level: Magic User 8
Type: Abjuration
Range: 0
Duration: 1 round/level
Area of Effect: 1" radius sphere
Components: V, S, M
Casting Time: 8 segments
Saving Throw: None

This spell is identical to the sixth level *Globe of Invulnerability I* (q.v.), with three differences: 1) a longer casting time; 2) it also prevents the functioning of fifth level spells within the globe; and 3) spell casters other than the original spell caster may cast any spells within the sphere if the target of the spell is outside the area of effect

Major Globe of Invulnerability II

Level: Magic User 9
Type: Abjuration
Range: 0
Duration: 1 round/level
Area of Effect: 1" radius sphere
Components: V, S, M
Casting Time: 9 segments
Saving Throw: None

This spell is the same as the eighth level *Major Globe of Invulnerability I* (q.v.), except the area of effect, which is increased from a 10' to a 20' diameter sphere.

Old School Way of Doing Things

During the development of this article Handley (one of our editors) had a lot of questions about what I had written, about the wording of the spells, and how they function. So I posted a question on Tim Kask's Q&A thread on *Dragonsfoot*. FYI, Tim was TSR employee #1 and has proven to be a font of memories about how *AD&D* was developed and the ideas behind the game. And he's willing to share that experience with those who ask!

http://www.dragonsfoot.org/forums/viewtopic.php?f=11&t=23223&p=1468274#p1468274

BF: Get the WayBack Machine out again! I had a discussion tonight with a friend regarding the *Minor Globe of Invulnerability*. From the description it appears that no spell effects may occur within the sphere, and only the caster of the sphere may cast spells out of it. What was the original intent of this? How did ya'll play it?

TK: I am not familiar with the spell. That means one of two things: it is AD&D specific or later, or I just never put one in a campaign. Having said that, I can give you some vague idea of how we played something like that.

As it is "Minor", then I assume there must be a "Major". That being the case, the way we usually statted that out was that lesser versions were more restrictive. In this case, I (and this is just me, YMMV) would rule that you were protected but could not fire out. If a Major, then you could, probably. But again, I am just sharing a philosophy with you. Give me the exact wording and what it is out of, and I can do much better. I just don't remember that spell offhand.

I just learned, from the trailer, that it is the WABAC machine.

BF: Tim, Thanks for the quick reply! Here is the text of the Minor Globe of Invulnerability and the Globe of Invulnerability. They are from the AD&D PH. [I posted the descriptions of Minor Globe and Globe.]

TK: Thanks for the memory-jog. I remember these spells well, now. To be frank, I think they are pretty self-explanatory. We did not want either of them to be completely impervious.

I lost the argument on letting the Lesser allow to cast from inside. This was yet another departure from OD&D, and done for the same reason so many other things were changed or tweaked; AD&D was fashioned to be a new way to play.

Wand of Acid

by Bryan Fazekas

When a command word is spoken this wand emits a cone of acid mist, 60' long with a 3' initial diameter and 20' end diameter. This acid inflicts 6d6 hp of damage, with a saving throw for half damage. The wand will typically have 1d20+20 charges when found. Note that the acid mist dissipates within 1 round, so any creatures entering the area within 1 round of activation are subject to damage. This wand is made of ivory and has a warped, twisted shape.

GP value 5,000; XP value 25,000

Qar-Shonn's Ring of Abjuration

by Ian Slater

When this ring is worn, if the wearer casts a *Dispel Magic*, its normal function will be altered in the following ways:

- The base chance of success is 75%, the adjustment for the caster being lower level is reduced to -1%, and the bonus for the caster being higher level is increased to 6%.
- It will destroy potions treating them as 6th level.
- The spell may be used against scroll, magic ring, wand, rod, staff, miscellaneous magic item, magic weapon, magic shield and magic armor, with a base success rate of 25%, + 1% per caster level and - 1% per 100 xp value of magical item. The dispel lasts 3d4 rounds.

The ring may be used once a day. After 100 uses it crumbles to dust. Usable by: C, D, M, I

GP value 25,000; XP value 4,000

Spell Caster's Paradise II: The Spells of Errgo the Immobile

by Alex Phillips

Clayskin

Level: Magic-User 2
Type: Alteration, Elemental Earth
Range: 0
Duration: 24 hours or until dispelled
Area of effect: the caster
Components: V, S, M
Casting Time: 1 segment
Saving Throw: None

This spell is in many ways a lesser form of *Stoneskin*, granting the caster protection against cuts, blows, and projectiles. Non-magical weapons, missiles, and unarmed attacks bring little harm to a wizard protected by *Clayskin*, reducing damage from such attacks by half. Unlike *Stoneskin*, *Clayskin* protects the caster only against mundane attacks and is ineffective against magical and giant-sized weapons, including siege weapons. This spell does not absorb falling damage or protect against extremes of temperature and weather.

Clayskin defends the caster against 1d4 successful attacks. Any damaging attack removes one use of the *Clayskin*.

It is impossible to have both a *Clayskin* and a *Stoneskin*, or multiple *Clayskin*, in effect at the same time.

The material component is a small ball of clay and quartz dust, which is consumed in the casting.

Errgo's Hasty Cover

Level: Magic-User 1
Type: Alteration, Elemental Earth
Range: Touch
Duration: 1d4+3 rounds
Area of effect: Special
Components: V, S
Casting Time: 1 segment
Saving Throw: None

This spell essentially allows the caster a means of taking cover where no cover is to be found—for example, cover against incoming missiles or being spotted.

For the *Hasty Cover* to work, the caster must be on solid ground—soil, clay, or rock. Sand, pebbles, and mud will not work. He need not be standing, but must bend, squat, or fall prone to the ground so as to be able to place his palms flat, whereupon he speaks the final incantation (always a word such as "pull" or "rip"). He then pulls up a section of ground, behind, under, or in which he takes cover. This motion produces noise appropriate to the type of material. The spell allows the caster to hold the material in both hands as if it were weightless. He must maintain his grip and at least half cover of himself or the spell ends early. The hasty cover closely resembles the surface it was pulled from.

How much ground the caster unfurls, and what density, depend on his level. This is of course limited by availability. If there is no clay within reach, or not enough for the desired coverage, then the spell will simply fail.

- 1st–3rd level: Material no denser than soil, enough to give the caster a –2 AC bonus vs. missiles only (though not siege artillery, boulders, and the like).
- 4th–6th level: Material no denser than clay, enough to give the caster a –4 AC bonus, or one small-sized creature plus himself a –2 AC bonus.
- 7th–9th level: Material no denser than sandstone or basalt, enough to give the caster a –6 AC bonus, one other man-sized creature plus himself a –4 AC bonus, or two other man-sized creatures plus himself a –2 AC bonus.
- 10th+ level: Material with the density of granite, enough to give the caster alone a –8 AC bonus.

Ground to be used for *Hasty Cover* must occur naturally, although a floor of packed soil works as well. The spell has no effect on materials that have been conjured, altered with magic, or enchanted.

Errgo's Hasty Mortar

Level: Magic-User 1
Type: Conjuration, Elemental Earth

Range: Touch
Duration: Special
Area of effect: Special
Components: V, S, M
Casting Time: 1 to 3 rounds
Saving Throw: None

By applying his own saliva, sweat, or blood to a damaged area of worked stone, the caster stimulates the growth of quality mortar which expands, acting as a bonding agent. In this fashion cracks in a millstone can be filled, a broken statue can be repaired, or an aging wall can be strengthened. The area of stone the caster may affect is limited to one square foot per level.

Casting time and quality of repair depend on which fluid the caster uses as mortar. Saliva requires one round, but is weakest and lasts only 1 week per caster level. Sweat requires 2 rounds of casting time and is of moderate strength, lasting 1 month per caster level. Blood, the strongest bonding component the caster may use, will last as long as one year per caster level. In the meantime, of course, mended stonework can be damaged anew by non-magical forces such as siege bombardments, earthquakes, giants' attacks, and the like. Magical attack forms capable of causing damage to stonework will affect the stone as if still in its damaged state; this negates *Errgo's Hasty Mortar*.

Etch in Stone

Level: Magic-User 1
Type: Alteration, Elemental Earth
Range: Touch
Duration: 1 turn plus 1 round/level
Area of effect: Special
Components: S, M
Casting Time: 1 segment
Saving Throw: None

Etch in Stone allows the caster to shave fine amounts of material off mineral surfaces by using the mere tip of his fingernail. Thus, he may inscribe text or engrave simple images in stone, as if by hammer and chisel.

The spell does not allow the caster to penetrate rock. Only the outermost surface, to a depth of no more than a quarter of an inch, may be etched. Affected minerals include natural stone of all kinds, both worked and unworked, and conjured or fabricated stone such as a *Wall of Stone* or *Fist of Stone*, and the like. Even the "skin" of mineral- or earth-based creatures can be affected; that is, if they are willing to remain still while the caster carves on them. This inflicts 1 point of damage per round of etching.

Unaffected minerals include forged or alloyed metals (worked iron, steel, adamantite, bronze, tin, etc.), noble metals (copper, silver, gold, platinum), lead, molten rock, and magical items crafted of stone (subject to the DM's rule).

The area of effect is limited only by the dimensions of the stone to be etched and the duration of the spell. The total number of words or images that can be etched depends on the hardness of the material and the experience of the caster (variable, and left to the DM's judgment).

Mudsweat

Level: Magic-User 1
Type: Alteration, Elemental Earth
Range: 0
Duration: 1 turn/level
Area of effect: the caster
Components: S, M
Casting Time: 1 segment
Saving Throw: None

By smearing a fistful of mud, soil, or clay across his forehead, the caster calls forth a profusion of viscous mud from his pores that coats every surface of his skin, even that already thick with hair. This slick mud neither runs freely nor is too stiff to smear with a touch. Any clothing or covering worn at the time of casting will fill with mud and sag noticeably.

The caster enjoys certain advantages when coated with *Mudsweat*. Attempts to hide or camouflage in a muddy environment gain a bonus of +15% (+3) to applicable rolls; by standing immobile, the caster can become effectively invisible. The *Mudsweat* masks both his odor, which penalizes attempts to track him by scent, and his heat-signature, which renders him invisible to infravision. The mud repels mundane biting insects, keeps the caster cool in exceptionally hot weather, and provides a +2 bonus to saving throws vs. normal fire. Any attempts to grapple the caster suffer a –4 penalty to the attack roll.

At the spell's expiration, the mud evaporates in a vapor of whirling brown dust. Complete immersion in running water washes the mud away in 1 round, and magical fire attacks that inflict at least 3 points of damage will bake the *Mudsweat* into a useless, flaking crust.

Errgo's Hasty Optics

Level: Magic-User 2
Type: Alteration, Elemental Earth
Range: 0
Duration: Varies
Area of effect: One handful of sand
Components: V, S, M
Casting Time: Varies
Saving Throw: None

This spell allows the caster, by repeated pressing and smoothing motions of his bare palms, to squeeze a handful of sand into a spyglass lens which, while fleeting in duration, is of outstanding quality. The longer he works the sand, and the higher his level of experience, the greater the sighting power and time of duration the lens will have.

The caster must work the sand for at least three full rounds. Sand worked for only three rounds will persist as a spyglass lens no longer than one round per two caster levels. Sand worked for 1 turn will persist as a lens for five rounds per caster level. Two turns of work will yield durability of two turns per level. And if the caster devotes three full turns to shaping the sand, the resulting lens will last 1 hour per caster level and resist all non-magical attacks with a +4 bonus.

While shaping the sand, the caster's concentration cannot be interrupted without wasting the spell's energy and possibly sending many razor sharp spindles of glass shredding into his flesh. If the caster is interrupted while shaping he must roll an intelligence check. Failure results in 1d3 points of damage and leaves the incomplete shards embedded in his palms, rendering somatic spell casting quite impossible until the glass is removed and the wounds healed. Glazier and lens making proficiencies each grant a +3 bonus to this intelligence check.

The completed lens appears as a disc of pale translucent glass three inches in diameter. It functions like a normal spyglass. The caster may freely give the completed lens to another character; the duration remains the same. The lens has a maximum range of sight, which is the greatest distance at which movement can be spotted in clear daylight. Objects beyond this distance appear as blurry smears, shapeless colors, smoke and pillows. The maximum range depends on the caster's level, with inexperience yielding up flaws in the finished lens:

3rd–5th Level: Magic-User up to 500 yards distant

6th–8th Level: Magic-User up to 1,000 yards distant

9th–12th Level: Magic-User up to 3,000 yards distant

13th+ Level: Magic-User up to 5,000 yards distant

Glazier/Glassblowing proficiency adds 500 yards to the maximum range of sight. If the caster happens to be an experienced lens maker, the maximum range increases by 1,000 yards.

The sand to be shaped into a lens must be gathered by the caster himself from a natural source, such as a beach, a desert dune, or the like. He may carry it for any length of time on his person—in a pouch or tube of leather, paper, or very fine linen—before shaping it into a lens. Sand that has been magically conjured or created, worked loose from harder sediment, or affected previously by other magic is not suitable for use with this spell—attempts to work this stuff will yield only a handful of tiny shards, just as if the spell were interrupted during casting.

In the final three rounds of the lens's duration, tiny cracks appear along the outer edge of the disc and gradually work inward, toward the center. Maximum range of sight is not affected until the glass breaks into pieces, each piece itself crazing for a round or so before crumbling into harmless powder.

Clayman

Level: Magic-User 3
Type: Necromancy, Elemental Earth
Range: 0
Duration: 1 month + 1 week/level
Area of effect: Special
Components: V, S, M
Casting Time: 3 rounds
Saving Throw: Special

An unusual combination of white necromancy and earth magic, the *Clayman* spell animates what is in essence a miniature golem than can follow simple commands and carry out tasks.

The caster must first gather clay in amounts sufficient for crafting a small humanoid figure between ten and fifteen pounds in weight and 2' tall at most. Before the clay is shaped, it must be purified, a week-long smoothing-and-folding process in which debris and pollutants and impurities are filtered out. At the end of the week, the caster shapes the Clayman into a humanoid form (two arms, two legs, torso, head, and a mouth). In place of eyes two polished amber chips of at least 50 gp value each are impressed into the head. Finally, at the time of casting, seven drops of the caster's own blood are fed into

the mouth, at which time the Clayman becomes animate. The caster then whispers to it those commands it is to obey.

The Clayman may know a maximum of 1 command per 3 caster levels. Commands must be simple imperatives. For example: hold, run, attack, carry, guard, fetch, dig, stop. The caster need only instill actions; the Clayman recognizes objects and creatures if they are spoken of in a clear, concrete manner. Commands must be spoken in the same language as that which the caster whispered at the Clayman's creation. The Clayman may carry out *only* those original commands, and may never learn more.

A Clayman is considered to have half as many hit dice as the caster for purposes of attack rolls, saving throws, and so forth. Its hit point total equals thrice its creator's hit point maximum. If given the command to attack (or punch, kick, whatever the case may be), it gains one attack per round, which inflicts 1d4 points of damage. A Clayman's maximum movement rate is 9, and it has an AC of 7.

A few days before the end of a Clayman's functional life, it will have begun to show signs of wear. Its movements become awkward and stiff. The body begins to crack, chip, and loosen. Finally, at the last, the Clayman (and its amber eyes) crumbles into dust.

Errgo's Granitic Scabs

Level: Magic-User 3
Type: Alteration, Elemental Earth
Range: 0
Duration: 3 rounds/level
Area of effect: the caster
Components: V, S, M
Casting Time: 3 segments
Saving Throw: None

This spell reduces damage from slashing and piercing weapons by half, and from bludgeoning weapons by –1 point per die. The caster is invulnerable to pummeling damage and the effects of lighter weapons such as whips and scourges.

Injuries inflicted on the caster immediately knit over with nodules of stone. This has the effect of further lowering the caster's armor class by –1 per three points of damage (to a maximum armor class bonus of –4). Thus damage inflicted on the caster quickly lowers his armor class.

At the end of spell's duration, the granitic scabs flake off and crumble into powder.

The material component is a small piece of granite, which the caster must swallow whole and without liquid (excepting the caster's own saliva).

Errgo's Hasty Burial

Level: Magic-User 3
Type: Alteration, Elemental Earth
Range: 0
Duration: 1 turn/level
Area of effect: 2 cubic feet/level
Components: V, S, M
Casting Time: 3 segments
Saving Throw: None

This spell allows the caster to lift a section of ground—earth, clay, or stone, depending on his level—like a hinged trapdoor, revealing a cavity up to 1 cubic foot in volume per level. The caster may open the trapdoor on any natural surface composed of earthy soil, clay (if at least 7th level), or stone (10th level), whether underfoot or in a cave wall or even an overhanging bluff. A faint seam marks the trapdoor's position, a telltale which astute observers may notice (at DM's discretion). The trapdoor closes securely and cannot be grasped, opened, or closed from outside except by the caster. Manual digging and picking are sufficient to breach a trapdoor made of earth or clay, but to breach a stone door requires spells such as *Dig*, *Passwall*, or *Dispel Magic*.

Regardless of composition, the cavity's walls and floor remain structurally sound and will not collapse for the duration of the spell. (Powerful magics such as *Earthquake* can collapse the cavity—causing the spell to end prematurely.) Living creatures may otherwise enter the space, and can open the trapdoor from within so long as they have sufficient strength to do so. For those unable to escape a *hasty burial*, asphyxiation is a very real danger.

The spell may be ended prematurely by way of breaching the trapdoor manually or by dispelling it as noted above. Once the trapdoor collapses, the cavity instantly fills in and any foreign contents are expelled. Living creatures expelled in this manner must save versus paralyzation or suffer 1d8 points of damage from the shock.

The material component is a small brass doorknob, which the caster uses to open the trapdoor. The doorknob is not consumed, and may be used for subsequent castings.

Errgo's Hundredweight Sap

Level: Magic-User 3
Type: Alteration, Elemental Earth

Range: 0
Duration: Special
Area of effect: One sap touched by the caster
Components: V, S, M
Casting Time: 3 segments
Saving Throw: None

This spell alters an otherwise mundane sap in such a way that, when swung forcefully (i.e. as an attack), the sand or lead weight stitched inside the leather increases dramatically in density but not size. The weight increase is equivalent to the weight of the sap multiplied by 10 pounds per caster level (note that a standard sap weighs ½ pound). Therefore, a sap enchanted by a tenth-level earth wizard would weigh 50 pounds—the maximum weight the enchantment allows.

The exact effects from being struck on the head by (up to) fifty pounds of weight are left to the DM's discretion. (Refer to pp. 142 of the *Combat and Tactics* book for an explanation of sap use in melee.) Such a blow to the head could be lethal, depending on the circumstances.

Should an attack roll with an enchanted sap miss—or worse, fumble—the momentum from the increased weight will carry the sap in whichever direction the attack was directed. For example, a swing from behind at a surprised target will generally follow a downward path toward the attacker's offhand side. The attacker must then roll a dexterity check to avoid being struck himself (characters with a strength score of at least 18 need not roll the dexterity check). Thrown hundredweight saps act much like hurled boulders, flying 2d8 feet (in a random direction if fumbled) and inflicting 1d10 points of damage per 15 pounds (round down) on any creature struck. In this manner a hundredweight sap can cause structural damage to walls, doors, chests, and other inanimate objects. The enhanced weight dissipates once the sap strikes a solid object or breaks a liquid surface.

The caster may enchant any non-magical sap he can touch. The enchantment lasts one turn per caster level, or until swung with force equal to an attack roll, whichever comes first. The material component is a piece of lead, which is consumed in the casting.

Scent of the Gorger

Level: Magic-User 3
Type: Greater Divination, Elemental Earth
Range: Special
Duration: 5 rounds/level
Area of effect: the caster
Components: V, S, M
Casting Time: 3 segments
Saving Throw: None

This spell dramatically elongates the caster's face into a doglike muzzle from which wiry golden whiskers sprout. He becomes sensitive to odors given off by certain metals and metal-bearing ores, but at the expense of dulling his ability to smell anything non-metallic.

The caster can sniff out the metals and metal ores that form the diet of the aurumvorax, otherwise known as the Golden Gorger. He can smell gold, silver, copper, iron, and tin, as well as alloys such as adamantite, steel, bronze, and brass. Even metals in very light concentrations, such as are found in glass, ceramics, ice, or water, are not beneath notice.

If at least 1 ounce of metal or 1 cubic foot of metal ore lies within a range of 100 yards, the caster will smell it, and his stomach will react with hunger pangs relative to the amount of metal present and the distance to it. Each type of metal has a distinct smell, and those favored by the Golden Gorger most will seem to have the strongest odor. The spell allows the caster to ignore metals carried on his own person, but not those carried by his companions or anyone else within range.

The material components are a flake of gold and a single hair plucked from the nose of a golden gorger.

Stonetongue

Level: Magic-User 3
Type: Alteration, Elemental Earth
Range: 0
Duration: 5 rounds/level
Area of effect: the caster
Components: V, S, M
Casting Time: 3 segments
Saving Throw: None

This spell allows the caster to speak and understand the common language of earth elementals, earth weirds, xorn, and similar creatures. The caster must place a gemstone or jewel (worked or unworked) beneath his tongue and hold it there while uttering aloud the verbal component; upon completion, he must bite the gem as hard as he can, crumbling it and thus activating the spell's effects.

The caster may converse in the language of earth creatures for the duration of the spell. He produces a variety of sounds, some gentle like sand sifting over the ground, others grating like the screech of claws on slate

or the jarring crash of a stone striking stone. The intensity varies as much as any human language.

The caster's proficiency in the earth language will depend on the rarity and value of the stone he consumes during casting. Greater value and scarcity grants him greater fluency, and thus reduces the risk of miscommunication between himself and any earth creatures.

Errgo's Gnawing Slabs

Level: Magic-User 5
Type: Alteration, Elemental Earth
Range: 10 yards/level
Duration: 1 round/2 levels
Area of effect: Special
Components: V, S, M
Casting Time: 1 round
Saving Throw: None

At the caster's command, boulders, coffin lids, flagstones, or other large stone objects within range (natural or worked, but no magical stone) noisily assemble on a stout neck and fuse into a jaw-like hinge, which elongates and sprouts rows of knobby tooth-like stubs that resemble mattock heads. The assembly begins immediately upon casting and requires the caster's concentration for one full round; during this time, the caster must maintain direct physical contact with the earth and uninterrupted concentration. The gnawing slabs then proceed to heave shut upon any moving target within reach.

The gnawing slabs are rooted to the ground—stone, brick, mortared foundations, even a *Wall of Stone* spell all make suitable anchors, as long as there is separate stone material out of which the jaws can form. Should the anchorage fail—i.e. turned to mud, disintegrated, melted—the slabs immediately collapse into their constituent parts and the spell ends.

The jaws have an effective reach within a 10' radius (or three hexes in any direction). The caster has no control over who the slabs bite: they may strike at any target within reach (the DM rolls randomly if there is more than one target), attacking with the caster's THAC0+4. The jaws are indiscriminate. Friends, foes, even the caster himself may be bitten.

Man-sized or smaller creatures caught by the gnawing slabs are crushed and pinned for 3d10 points of damage. Each round thereafter, the slabs grind and chew the bitten target for an additional 2d6 damage per round and will continue to swing at other targets within range. Those struck by the slabs suffer 2d8 points of damage and must roll a saving throw versus paralyzation (at –2 penalty) to avoid being knocked down. Bitten creatures must possess a minimum strength score of 18/00 to even attempt to pry themselves free—an opposed strength check is required. The jaws' effective strength is 19.

Size L and larger creatures bitten by the slabs suffer 3d6 damage per round and are penalized as per *Maximillian's Stony Grasp* (Tome of Magic, pp. 26). The slabs cannot attack other targets while gnawing a size L or larger creature, which is too heavy to lift off the ground.

The gnawing slabs have an armor class of –3 and three times the caster's maximum hit points, to a limit of 90 hit points.

The material component is a miniature, functional jaw trap sculpted from stone, which crumbles to dust the instant the gnawing slabs take form.

Grumbar's Clench

Level: Magic-User 5
Type: Alteration, Elemental Earth
Range: 0
Duration: Special
Area of effect: Special
Components: V, S, M
Casting Time: 5 segments
Saving Throw: None

By means of this spell, the caster empowers a solid piece of stone—basalt, granite, or other dense mineral—to accept and hold a single object of his choosing. Within the empowered stone the object may be placed entirely, so as to be hidden from sight, or partially, so as to protrude if that's what the caster desires. The affected stone must be part of a natural formation. Enchanted, conjured, or worked stone will not respond to the *Clench*, and the spell will be wasted.

The caster may retrieve a clenched item at any time by taking hold of it, or by commanding the stone to release its hold. He may also allow for another character to be able to retrieve a clenched item, by dribbling a few drops of the character's blood on the stone during casting. Only a creature of elemental earth whose total hit dice exceeds the caster's level may ignore the stone's force. This breaks the spell immediately.

The stone's hold is less a *magical* force than a pure *elemental* one. This means that *Dispel Magic*, when cast against *Grumbar's Clench*, functions as if cast six levels lower. The material components are a drop of aqua regia and a tiny brass hammer. The hammer is not consumed in the casting.

Spell Caster's Paradise III: Cleric Spells

by Ian Slater

Blessed Toil

Level: Cleric 1
Type: Conjuration/Summoning
Range: 0
Duration: 1 hour
Area of Effect: special
Components: V, S, M
Casting Time: 4 segments
Saving Throw: none

When a *Blessed Toil* spell is cast the cleric gains the ability to perform a task related to their god's sphere of influence with enhanced ability. For example, if they worshipped a god of the harvest the cleric would gain an augmented ability to identify diseased plants, or properly prepare crops for harvest, etc. This is not intended as a combat damage spell, it is linked to the idea of working for your god. So a cleric of a god of war might gain the enhanced ability to repair armor, or dress wounds, etc. The enhancement will be 5%/2 levels of experience of the cleric, or automatic success, DM discretion. The material component of this spell is the cleric's holy symbol.

Detect Curse

Level: Cleric 1
Type: Divination
Range: 1"
Duration: 1 round
Area of Effect: 1 item/area
Components: V, S, M
Casting Time: 4 segments
Saving Throw: special

This spell allows a cleric to determine if an item or area is cursed. It will not indicate the nature of the curse, its severity or duration, but it will correctly identify a cursed item or area as such. The cleric has a WIS x 5% chance of successfully determining that an item/area is cursed, if she fails this roll then roll a saving throw versus magic, if this fails the item is misidentified as not cursed. The material component for this spell is the cleric's holy symbol.

Haven

Level: Cleric 1
Type: Divination
Range: special
Duration: instantaneous
Area of Effect: special
Components: V, S, M
Casting Time: 4 segments
Saving Throw: none

A *Haven* spell tells the cleric the location of the safest place in a 1 mile radius. If this place is hidden or magically concealed the cleric will still know of it, but will not necessarily know how to access the area. The material component is the cleric's holy symbol and a bird's nest.

Sacred Animal

Level: Cleric 1
Type: Enchantment/Charm
Range: 3" radius
Duration: special
Area of Effect: special
Components: V, S, M
Casting Time: 1 round
Saving Throw: none

This spell may be cast only by clerics of deities that have a sacred animal or an animal associated with the deity, e.g., Odin's ravens, Zeus' eagle, Minerva's owl. When the cleric comes upon such an animal she may cast this spell and for the duration the cleric will be able to see through the animal's eyes and otherwise command the animal to do various simple tasks. In addition the cleric will be 1 in 6 less likely to be surprised. When the cleric sleeps for the first time after the animal is enchanted the animal will leave, but another may be enrolled using the spell the next time it is cast. The material component of this spell is the cleric's holy symbol.

Brethren

Level: Cleric 2
Type: Conjuration/Summoning
Range: 0
Duration: 1 round/3 levels
Area of Effect: special
Components: V, S, M
Casting Time: 5 segments
Saving Throw: none

When a *Brethren* spell is cast the cleric must be in the presence of believers from the same faith, e.g. a cleric of Odin must be around followers of Odin. When this condition is fulfilled, the cleric's primary weapon/holy symbol will become surrounded by holy fire, and will gain a +1 to hit and damage against all opponents. For every 10 followers present an additional +1 to hit and damage is done, up to a maximum of +5.

Herald of Death

Level: Cleric 2
Type: Conjuration/Summoning
Range: 4"
Duration: 1 turn
Area of Effect: 1d4 creatures
Components: V, S, M
Casting Time: 5 segments
Saving Throw: special

With this spell the cleric summons whatever animal/creature is considered to be a portent of death for the victims. The creature will not attack, but will be visible to the victims and upon being viewed the victims will make a morale check with a 3% penalty per level of the cleric (50% maximum) or flee in terror at the sight of the creature. Note that if more than one cleric casts this spell it can be used on larger groups, as long as they share a common animal/creature totem for death. For every cleric that joins in the casting, up to 1d4 more creatures can be impacted by the spell. The 3% penalty in this case will be based on the highest level cleric in the group. The material component for this spell is the cleric's holy symbol and a feather/scale/claw, etc. from whatever animal is considered a portent of death in the cleric's faith.

Pacification

Level: Cleric 2
Type: Evocation
Range: 0
Duration: 1 round/level
Area of Effect: cleric
Components: V, S, M
Casting Time: 5 segments
Saving Throw: special

When a *Pacification* spell is cast it causes any successful attack against the cleric's armor or shield to force a bend bars/lift gates roll on the part of the attacker to hold the weapon, otherwise it is flung 1' per level of cleric into the distance. The material component of this spell is the cleric's holy symbol, a white stone and a black stone.

Sacred Shelter

Level: Cleric 2
Type: Conjuration/Summoning
Range: 3" radius circle
Duration: 1 turn
Area of Effect: special
Components: V, S, M
Casting Time: 5 segments
Saving Throw: none

This spell allows the cleric to protect non-combatants during a fight. When cast all non-combatants in the AOE will have an effective AC of 7 (or +1 if their AC is 7 or better), +50% on morale and a +1 on saving throws. If any of the non-combatants attack for any reason the spell is broken for all. The material component for this spell is the cleric's holy symbol and a branch from a leafy tree.

Sensorium

Level: Cleric 2
Type: Alteration
Range: 0
Duration: 1 turn
Area of Effect: 1 individual
Components: V, S, M
Casting Time: 5 segments
Saving Throw: none

When this spell is cast the cleric can see through the eyes of any living creature in the AOE for the duration of the spell. This reduces their chances of being surprised by 1 in 6, and allows the cleric to gather information as needed. The material component of this spell is a handful of multi-colored stones and the cleric's holy symbol.

Unto the Breach

Level: Cleric 2
Type: Alteration

Range: 0
Duration: 1 round/level
Area of Effect: touch
Components: V, S, M
Casting Time: 5 segments
Saving Throw: none

This spell allows any recipient to charge once per round for the duration of the spell without any penalty. The material component of the spell is the cleric's holy symbol and a bull's horn.

Anoint

Level: Cleric 3
Type: Alteration
Range: touch
Duration: 1 day
Area of Effect: 1 individual
Components: V, S, M
Casting Time: 1 round
Saving Throw: negates

To cast an *Anoint* spell a cleric must locate an individual that has been selected by a community as their chosen candidate to complete a task of importance to that community. When this individual is chosen and anointed by the cleric they get a blessing linked to the degree of support from their community as follows:

1. Full community support (100%): +4 to hit, damage and saves

2. If most join in (75% min): +3 to hit, damage and saves

3. If the majority (50% min): +2 to hit, damage and saves

Note that the individual must be a participating member of the community, not a recent arrival. The material component of this spell is the cleric's holy symbol and a handful of dirt from the town square/central gathering space of the community.

Foresense

Level: Cleric 3
Type: Divination
Range: 2" radius
Duration: 1 turn
Area of Effect: cleric
Components: V, S, M
Casting Time: 6 segments
Saving Throw: none

This spell allows the cleric to see a few moments into the future with respect to any hostile actions by those in their immediate area. This translates into the following benefits: +1 AC bonus; +1 saving throw bonus; +1 initiative bonus; and +1 to-hit.

The material component for this spell is the clerics holy symbol and a clear crystal.

Fortitude

Level: Cleric 3
Type: Necromantic
Range: touch
Duration: 1 hour
Area of Effect: creature touched
Components: V, S, M
Casting Time: 1 round
Saving Throw: none

When a *Fortitude* spell is cast the cleric creates a "reserve" of 2d6 hp for the target. Any damage that is done to that target within the next hour is taken out of that reserve rather than their own HP. If the target is of an identical alignment the spell gives 2d6 +3 hp, if the target is of an alignment one step removed* the spell gives 2d6+2 hp, if the alignment is 3 steps removed the spell will not work. The material component for this spell is the cleric's holy symbol and a chalice of holy water (chalice is not consumed in the casting).

* e.g., lawful evil - lawful neutral = 1 place removed, lawful evil - lawful good = 2 places removed, lawful evil - chaotic good = 3 places removed

Give

Level: Cleric 3
Type: Alteration
Range: touch
Duration: 1 turn
Area of Effect: 1 target/2 levels
Components: V, S, M
Casting Time: 1 round
Saving Throw: negates

When a cleric casts a *Give* spell he can transfer a skill or ability from one being to another. A fighter's ability to have one attack per experience level on less than 0 level creatures, a ranger's giant class bonus, etc. The cleric transfers the natural or magical bonus from the target to himself, or one other. When the cleric is 5th level, they could transfer between 3 targets, so a to-hit strength bonus from one character and a 90% immunity to sleep and charm from another, both to the cleric (3 people). The cleric must score a to hit if the target is unwilling, and the target gets a save if they are unwilling. Willing targets can transfer without these conditions.

Mourning

Level: Cleric 3
Type: Enchantment/Charm
Range: 4"
Duration: 1 turn
Area of Effect: special
Components: V, S, M
Casting Time: 6 segments
Saving Throw: special

When the cleric casts a *mourning* spell the target must make a saving throw or they will be wracked with unspeakable sorrow, their deepest loss and most painful moment remembered. They will remain prone and withdrawn in desperation for 1 full turn. Unable to speak, spell cast, or otherwise initiate action, they will remain unmoving unless attacked, then they will defend themselves, but all defensive actions are at a penalty of -4 or 20%, as appropriate (e.g. AC 4 points worse, -4 on saves, etc.) If the cleric can obtain an object from the person to be targeted before casting, the save is at -4. If the cleric can gather an item of shared ownership or value from a group (e.g. a flag from a battalion) he can impact up to 1 target per level of experience, and the penalty applies to each. The material component for the spell is the aforementioned item if desired and the cleric's holy symbol.

Holy Reaver

Level: Cleric 3
Type: Evocation
Range: 0
Duration: 1 round/level
Area of Effect: special
Components: V, S, M
Casting Time: 6 segments
Saving Throw: Special

When this spell is cast the cleric's primary weapon becomes imbued with holy force, any hit on an opponent for the duration of the spell forces a save versus death magic on the part of the target. If they succeed, the weapon only does +1 damage, if they fail, the weapon does full dice damage. In addition the weapon can hit creatures only hit by magical weapons. The material component of this spell is the cleric's holy symbol, holy water and a gold piece.

Submission

Level: Cleric 3
Type: Alteration
Range: 0
Duration: 1 round/level
Area of Effect: cleric
Components: V, S, M
Casting Time: 6 segments
Saving Throw: none

When a *Submission* spell is cast the cleric must stay still and any weapon attack against them is +2 to hit. However, any successful weapon attack against the cleric is then reflected back on the attacker, and damages them instead, unless a saving throw is made. If the saving throw is made the cleric takes damage as they normally would. The material component of this spell is the cleric's holy symbol and a hand full of dirt.

Diffuse

Level: Cleric 4
Type: Alteration
Range: 5"
Duration: 1 round/level
Area of Effect: special
Components: V, S, M
Casting Time: 7 segments
Saving Throw: negates

When a *Diffuse* spell is cast on a victim, all bonuses to hit and to damage unstack, and only the lowest bonus

applies for the duration of the spell. For example, a fighter with a sword +2, +1/+2 from strength, specialization bonuses of +1/+3 from specialization would get a +1 to hit and a +2 to damage (rather than +4 to hit and +7 to damage.

Manifest Myth

Level: Cleric 4
Type: Evocation
Range: 0
Duration: 1 hour
Area of Effect: special
Components: V, S, M
Casting Time: 7 segments
Saving Throw: none

By casting this spell the cleric manifests a collective community belief in some creature/monster/etc., for the duration of the spell. So, for example, if the community believed that they were haunted by a ghost the cleric could manifest a ghost like being that would resemble the descriptions given by the community. Note that the actual existence of this creature/monster/etc. is irrelevant to the spell, only the community belief is necessary. No matter what the creature manifested, it will have 20 HP, an AC of 4, 2 attacks per round doing 2d4, 2d4 damage, and any attack forms appropriate to the creature in question (though these attack forms will get a saving throw, even if the creature's attacks do not normally get one, and if the creature's attack normally gets a saving throw, the victim will make this save at +4). So, for example, if the villagers believe there is a four armed monster that can hypnotize with his gaze roaming the woods the manifested version would have four arms but could only attack twice per round for 2d4, 2d4 damage and could hypnotize with its gaze but the victims would get a saving throw. If the cleric manifested a ghost, victims would save at +4 against its fear effect, etc.

The material component for this spell is the cleric's holy symbol and some object of importance to the community whose myth is being manifested.

Mercy

Level: Cleric 4
Type: Enchantment/Charm
Range: 2"
Duration: special
Area of Effect: 1 individual
Components: V, S, M
Casting Time: 7 segments
Saving Throw: none

To cast this spell the cleric must reduce an opponent to within [1+victim's level/HD] hp of unconsciousness, e.g. a 4th level magic user would have to be reduced to 5 hp or less. When this condition is reached the cleric can cast this spell and the victim gets no saving throw (however magic resistance and resistance to sleep and charm still applies). At this point the victim is bound to the service of the cleric for a number of weeks equal to the level of the cleric. The victim will do everything short of sacrificing themselves for the cleric. Once the period is over the victim will awake as if from a dream and remember nothing of the time in service. The material component of this spell is a copper coin and the cleric's holy symbol.

As a bonus we have an interesting magic user spell from a new contributor!

Individual Light

by John H. Schneider II

Level: Magic User 2
Type: Alteration
Range: 2"
Duration: 1 turn/level
Area of Effect: one person
Components: V, S
Casting Time: 2 segments
Saving Throw: None

This spell causes the excitation of molecules so as to make them brightly luminous within the neural frequency range of the caster. The light thus caused is equal to a torch light in brightness, but its sphere is limited to 2" in diameter. It lasts for the duration indicated or until the caster utters a word to extinguish the light. It is not reversible and the light is not visible to any creature other than the caster. The spell negates a *Darkness* spell for the caster only. Individual Light takes effect wherever the caster directs as long as he has a line of sight or unobstructed path for the spell; the light can spring from air, rock, metal, wood, or almost any similar substance.

Tactical Magic:
Vancian Magic and Scroll Spells

by Ian Slater

Varilith the Vain, Conjuror of Note, looked up from the filthy cave floor. The cave was large, and hardly an ideal place for a fight, particularly not when his group had been sorely pressed by a hunting party of orcs that had been chasing them for days. There were six orcs still standing from the hunting party of 20, and only 3 of his own party other than himself were still around. Their timing had been abysmal, they were doing well up until a few hours ago, an unexpected encounter with a mad owlbear led to the evisceration of their illusionist, then a small pack of trolls that got the drop on their party thief (poor Escalante, he should have ran…), then their party cleric stepped off the edge of an unexpected drop and fell to his doom.

And then the orcs caught up with them.

The two party fighters, a ranger, and he were all that was left. He had taken an arrow wound to the shoulder, disrupting his casting of a *Web* spell. The fighters, Torbann the Grand and Rongal Illineath, were chopping and cleaving their way through orc armor, as their ranger, Connor Marr, sliced open an orc's belly. Varilith had a glimmer of hope.

Then he saw a sickening sight.

The remainder of the orc tribe had caught up with the hunting party. Several hundred feet away he saw the surge of filthy, evil bodies as they spewed through the cave entrance. There had to be 50-60 of them, all fully armed, at full strength, and bellowing mad over the corpses of their tribe left littering the cave floors in the party's wake.

He had to think fast, there was no way they were taking on that many orcs, not with Torbann, Rongal and Connor all wounded.

He had wanted to save this spell…

Varilith removed the scroll from the case on his belt, unfurling it with shaking fingers that he had to steady. He had to time this right. The orcs had to be close enough to reach with the spell, but far enough away to avoid killing any of his own party.

The screaming horde moved closer. An arrow slammed into the ground nearby. Connor saw that the mage had pulled out a scroll, THAT scroll, the one he had told them about, and he moved in front to protect him while he read.

Varilith began to read the ancient words, his head vibrating with power, his fingers tingling as if he was grasping lightning.

The orcs raged closer.

He saw symbols crashing in his head, the words on the scroll wavered and glowed as if alive. Varilith had heard of wizards casting powerful spells from scrolls, spells they were not normally able to cast. They could go horribly awry, he remembered poor Ynirrosh the Bilious and that unfortunate polymorph …

More arrows just missed him, and Connor grimaced as another sliced open his leg.

Varilith could hear the orc's foul curses as they got closer.

Finally, with a roaring sound in his ears he spoke the last words of the spell out loud:

"Ranith, Kalli, Hades, Shiva, Fenris, mir kin sar es nil kas, nil kas, nil kas ent!"

The sight that followed chilled the bones of everyone, allies and enemies alike. Orcs clutched at their chests and heads, screaming, writhing, moaning, it was a horrifying spectacle. Then they started to drop dead to the floor in large numbers, first one, then two, then ten, then twenty, then thirty, then the last orc collapsed to the ground in a heap.

The three orcs left standing in front of them fled in abject terror.

Connor spit blood on the ground beside the conjuror, and spoke in a voice cracked with exhaustion, "What do you call that one enchanter, "Save your ass"?"

"'Death spell', good name, yes?"

"You waited long enough, eh?"

The wizard was tired and mourning the loss of his friends.

"I may never find that spell again you know"

The ranger smiled, looked around at the dead orc bodies, and replied,

"I guess it's good that you found a use for it then, isn't it?"

The ranger slapped the wizard on his arrow wound, the pain woke him from his post-casting stupor. Varilith laughed out loud, taking a long drink of water from his wineskin and offering it to the ranger. He could still feel the words ringing in his head…

Vancian Magic and AD&D

I have seen and heard many discussions about "Vancian" magic in AD&D. As has been stated many times, low level magic users are very vulnerable, and for some at least this is due to, or exacerbated by, the Vancian "fire and forget" spell slot system. A 1st level MU has one 1st level spell castable per day, will only generally have 4 first level spells to choose from, and must roll "to know" for their spells, and as such might not have the best choices. Once the spell is cast it is lost from memory until rememorized later.

I have a lot of sympathy for trying to "fix" this issue, a low level magic user can be very hard to play. I know that AD&D is supposed to be a challenge at low levels, but all other things being equal, if you are running a BtB game, magic users with 1-4 hp at first level should most likely be dead very fast. Not an uncommon thing for first level PCs, but it is worst for magic-users and illusionists, and this problem lasts up until the mid-levels, as HP progression is so glacial, armor is non-existent, and "staying out of melee" is a great goal, but not always achievable. A 5th level MU will have on average (assuming no con bonus) 12.5 hp. That's measly considering the monsters you will be fighting.

One way to address this is to beef up spell casting. So I have considered spell point systems, "at will casting", bonus spells for intelligence mirroring the bonus spells for wisdom for clerics and druids, and even allowing magic-users to have access to the whole spell list at every level and let them choose what they want at the beginning of the day (like clerics and druids). None of the solutions has been appealing to me, for three main reasons.

1. By boosting the MU at lower levels, say with bonus spells, by the time they get to mid-levels they have a lot more spells. This sort of solution also tends to aggregate the bonuses at higher stat levels. AD&D already disproportionately rewards those with high ability scores (15-18) in various ways, an intelligence based bonus spell system just exacerbates this.

2. I like the flavor that comes from keeping spell-casting systems different for magic-users and clerics. If you allow magic users to have their whole list for the level and choose between them they start looking a lot like clerics. I like it that arcane magic works differently than divine magic. I want to keep rolling to know, needing to find spells; it makes for more unique characters.

3. There are a lot of house rules possible in this game, but not all are additions, many are clarifications of existing rules that are contradictory or confusing, or rules that were deliberately left up to the DM to sort out (e.g. curses). I have found over the last few years that when I do change something in the game with a house rule I want to use an existing mechanism. So, for example, using the AD&D charging mechanic for attacks from above (e.g. dropping off the wall at an enemy). If I can get what I want from something BtB I will.

With all of this in mind, I sat down last year to figure out what to do about this. Did I want to graft a new system

on to AD&D, or do I want to work with what is there in some way? I decided it would be worthwhile to take a closer look at scroll casting rules. Scrolls, along with magic items like wands, are common, BtB ways for the magic-user to supplement their regular casting resources. Rather than point systems, or at-will casting, or whatever, why not just give out more scrolls to give magic-users more punch? Seems like a simple solution...

However, most magic-users want to transcribe spells into their books right away (if they are of appropriate level), hold on to them for later, or use a write spell to transcribe them (if they are higher level). Why cast a precious spell from a scroll to be lost forever when you can transcribe it and then cast it many times?

Players tend to be myopic, it can literally be years of game time, and maybe even real time, until they can cast that higher level spell, but they save it anyway. And that's assuming you roll your "to know" when you do use it.

Cast the damn thing now sunshine, tomorrow you may be dead.

It ends up that the existing rules for scrolls present a well-balanced and interesting way to address these concerns, so first let's review the BtB rules, then consider any house rules.

Scroll Casting Rules Review - By the Book!

1. How long does it take to unfurl and cast a scroll spell?

The casting time for a scroll spell is the same as a regular memorized spell (PHB 100). The unfurling time is not specified anywhere I can find. Being similar to uncorking and drinking a potion (DMG 119) suggests one segment.

2. What happens to the spell when it is read off the scroll or transcribed into a book?

It disappears forever (DMG 128, PHB 100).

3. Can you cast a spell you do not "know" from a scroll?

Yes, you can (DMG 128).

4. Can you transcribe a spell of higher level than you can currently cast?

Yes, with a write spell (PHB 69).

5. Can you cast a spell of higher level than your normal maximum?

Yes, if it is from a scroll, but there is a chance of spell failure and harmful effect. (DMG 128).

6. Where do spells come from?

The books of other magic users, scrolls, upon levelling the PC is given one by their master, they get 4 from their master to start the game, they can trade or buy from others, and characters can eventually research their own (DMG 38, 114).

7. Can you cast a spell directly from a spell book?

Yes, but it is lost. This includes spells of higher level (with the casting failure possibility) and spells the caster did not "know" (UA 80)

8. What happens when a spell cast from a scroll is interrupted?

A spell cast from memory is lost when interrupted (DMG 65). It is unclear if a scroll spell is lost when interrupted; just that it is lost once cast. The DMG states, "When any given scroll is read for purposes of copying the spell's formula (so as to be able to "know" it) or to release its magic, the writing completely and permanently disappears from the scroll. The magic content of the spell is bound up in the writing, and use releases and erases it." This means that once read it is gone, but not necessarily that it disappears as you read it.

These are the BtB parameters, now let's see what can be done by building on them.

Beyond the Book

The desire is to help out the low level MU without making the mid to high level magic user too powerful. One way to do this is to bump their spell casting capacity with temporary magic items. Scrolls are perfect for this as they are "one shot" magic items, no charges, no repeat use, you get one shot… make it count. So they allow the DM to add some power without threatening the "long term" with items that accumulate and escalate the game.

The goal is twofold: put more scroll spells in the game to be found/won by the PC's, and make casting spells from scrolls more appealing. I will deal with the latter first.

Making Scroll Casting More Appealing

The goal here is to give some incentives to casting spells from scrolls, keeping in mind that this is intended to help out the magic-user. Here are a few suggestions:

1. **Allow scroll spells to be interrupted without being lost from the scroll**. Once cast they are gone, but a nice bennie to give the magic-user, and one that is not directly ruled out BtB as far as I can tell, is to allow scrolls spells to be interrupted but not lost. This means that a scrolls

spell is more versatile, and if it is interrupted the resource is still there for later. Memorized spells are more fleeting, scroll spells become more durable.

2. **Have a small delay for unfurling the scroll.** There is no stated delay time, I have suggested 1 segment delay to unfurl a scroll, as it suggests 1 segment to retrieve and drink a potion, assuming the potion (and the scroll) are "ready to hand". Having a minimal penalty will make the use of a scroll more appealing as a replacement for memorized spells.

3. **Soften the penalties for casting directly from a spell book**. UA has some fairly harsh rules for what happens when you read a spell directly from a spell book: "Direct casting of a spell from a spell book automatically destroys that spell. There is also a 1% chance per level of the spell that the spells immediately preceding and following the spell cast will likewise be destroyed. There is an additional 1% chance that the casting of a spell directly from a spell book will destroy the entire book."

4. **Enforce the conditions of the write spell**. The more I read the spell description for write the more I'm convinced it was designed specifically to discourage copying of higher level spells in order to encourage PCs to cast them from scrolls while adventuring. When a magic-user finds a spell of a level higher than they can cast, they have the option to use the spell write to transcribe this spell into their spell book. This is beneficial as when they hit the required level the spell will be available. However, the use of write is not without significant risk.

The magic user must make a saving throw (at a penalty if the spell level is more than 2 levels higher than currently usable) to avoid damage equal to 1d4 per spell level. This is sufficient to kill in some situations.

Say a 3rd level MU found a 5th level spell to transcribe using write (assuming he has write, and made his "to know" roll for it). He saves at -1 as he can normally only cast 2nd level spells, so he needs a 13 (60% chance of failure). Since this was a 5th level spell, that's 1d4 x 5, or 5-20 HP damage, average 12.5 hp damage. A 3rd level MU would have on average 7.5 HP.

Ouch.

Note that the chance of a harmful effect from the 3rd level MU casting this spell directly from the scroll would be 3%, the chance of a misfire and spell loss is 17% (see below). I'll take a 3% chance of a harmful result over a 60% chance of no doubt instant death any day.

Play it BtB, and there is another incentive to cast that higher level scroll spell rather than saving it for later.

5. **Make it costly to "save" higher level spells.** Enforce saving throws for items, scrolls not in protective cases are doomed to be destroyed in fire and such. Scrolls that are water damaged can also be lost. The DMG suggests that spell trading and buying and selling of spells should be challenging (DMG 39), enforce those rules for NPCS and others outside the party. I allow my PCs to store higher level spells with their masters for later use, but I charge them a fee for the privilege, which makes it costly to put off their use.

6. **Put in scrolls with spells they already have**. Certain magic user spells are more common than others, *magic missile, fireball, shield, fly, slow, web*, etc. They are also more likely to be taken by PCs as their "leveling up" spell. Give out more of these spells as scroll spells in the game, rather than rolling all spells randomly. When a PC gets a scroll for a spell they already have they can use it as a one-shot for that spell any time. It can be used when the spell has been memorized to give multiple applications, or when it has not to ensure that the magic-user isn't in the situation of having the right spell but not having it memorized.

7. **Put in scrolls with spells of higher level than the PC can currently cast**. The DMG scroll spell failure rules outlined on page 128 are actually pretty elegant and favorable to the caster. The following table captures the chances of failure and reverse/harmful effect.

Level Difference	Total Failure	Reverse or Harmful Effect
1-3	95%	5%
4-6	85%	15%
7-9	75%	25%
10-12	65%	35%
13-15	50%	50%
16+	30%	70%"

So that 1st level character casting wish would have and 85% chance of failure, and a (85% x 70%) = 60% chance of a reverse or harmful effect. That's not too bad considering this is a 1st level character casting a 9th level spell.

Take the example of a 5th level MU that can cast up to 3rd level spells. Say they come across a 5th level spell like *Cloudkill*. The chance of spell failure would be (9th-5th) = 4 x 5% = 20%, the chance of a harmful effect would be (20% x 15%) = 3%. That's amazing, a 5th level spell caster gets to cast a spell two levels above their maximum with only a 20% chance of failure and a 3% chance of a harmful effect. That same 5th level MU could cast a 7th level spell (normally only castable by someone of 14th level) with a (45% x 25%) = 9% chance of a harmful effect.

These are awesome numbers, and they suggest that the casting of higher level spells directly from scrolls could lead to some impressive results, but as "one shots" they do not promise to overpower the campaign, you get to decide how many to make available.

Win-win.

And the fact that the miscasting odds are so favorable to the magic-user suggests that they were intended for use, not just for later transcription. The rules appear to be built for this kind of spell casting.

8. **Put in scrolls of spells they failed to "know"**. This is an often forgotten option for PC's, perhaps as many DM's hand wave the "to know" rolls and minimum / maximum spells knowable. Having said that, if you do use this rule, scroll spells can often be the ONLY way a character will have to cast an important spell. I actually think this is yet another example of how 1e can be particularly elegant and well-designed sometimes. The "to know" rules are fairly harsh, and limit the MU in ways that priests are not limited. However, the ability to cast these spells from scrolls makes them particularly useful. If one of your PCs fails a "to know" on an important spell, a scroll with that spell will be invaluable.

9. **Have NPC magic-users carry scrolls instead of spell books**. Spell books are a precious commodity, lose one and you have lost your most significant source of power. I bet anyone who has played a magic-user to mid-levels remembers the first spell book they "obtained". Travelling with your spell book, even a smaller version, is a huge risk. Theft, water damage, failed saving throws; there are multiple ways to lose a spell book. So instead have your enemy mages memorize spells and carry scrolls when they are out and about.

The golden rule here is that you have to make enough scroll spells available that players will have some degree of faith that they will find that spell again someday; or perhaps a better one.

Back to the Book

With these ideas in mind, I wanted to take a quick look at an example from a module. If I'm right, and BtB there are mechanisms to have characters casting spells from scrolls rather than just transcribing them into their spell books, there should be some sign of this in published modules.

So for example, consider *S4 – Lost Caverns of Tsojcanth.* Here are the pregen character spell resources for that module for magic users and illusionists.

Weslocke (MU). Spells: *Charm Person* (x2), *Light*, *Magic Missile*, *Darkness*, *Mirror Image*, *Web*, *Dispel Magic*, *Fireball*, *Hold Person*, *Confusion*, *Ice Storm*. Scroll with *Conjure Elemental*, *Read Magic*, *Sleep*.

Hocherbrecht (MU). Spells: *Charm Person*, *Magic Missile*, *Shield*, *Mirror Image*, *Web*. Scroll with *Timestop*.

And here are the scroll spells to be found in the dungeon:

Magic User Scroll, cast at L 15: *Shocking Grasp*, *Bigby's Crushing Hand*.

Magic User Scroll, cast at L 17: *Slow*, *Stone To Flesh*, *Phase Door*.

Magic User Scroll, cast at L 15: *Write*, *Fool's Gold*, *Magic Mouth*, *Dispel Magic*, *Distance Distortion*, *Statue*.

Magic User Scroll, cast at L 9: *Darkness 15' Radius*., *Forget*, *Fly*, *Animal Growth*, *Cloudkill*.

Illusionist Scroll, cast at L 11: *Color Spray*, *Non-Detection*, *Maze*.

With respect to magic-user spells, there are 16 of them, three of them [*Distance Distortion* (5th), *Animal Growth* (5th), and *Cloudkill* (5th)] are above the casting level of one of the MUs, and none are possessed by either. Four of them [*Bigby's Crushing Hand* (9th), *Stone to Flesh* (6th),

Phase Door (7th), *Statue* (7th)] are above maximum castable level for any of the pregens in the module. Several levels above in a few cases.

Also, Hocherbrecht, who can only cast 2nd level spells, carries around a scroll with *Timestop* on it, a 9th level spell. Weslocke also carries around a scroll with *Conjure Elemental*, a 5th level spell he is high enough level to cast, but does not have on his list of spells, so it has not been transcribed. Either this or he has it in his book (which is not listed, to be fair) but he carries it around on a scroll to cast separately.

The module has numerous spells that are well above the castable level for the PCs involved in the adventure. And at least one PC is carrying a spell he has not memorized, suggesting perhaps it is one he failed a "to know" roll for. The intent may have been for the PCs to collect those spells and carry them around for a few years until they can be cast or more safely transcribed. But the alternative may have been that they were powerful one-shot magic items to be used when cornered or when the going gets particularly tough. Considering these are pre-gen characters that were intended for use in the module and not an ongoing campaign, and particularly considering that two of the magic-users have spells on scrolls that are not in their memorized list, I would suggest that the presence of these scroll spells (both those possessed and those to be found) suggests that scroll spells were intended to be used this way.

All in all I find this much more exciting than just giving out "bonus spells". Using scrolls allows casters to use spells normally forbidden to them as they failed to know them (can't do that with bonus spells), it allows them to supplement their list in case they don't have a spell memorized or have already cast it, and it allows a low level caster to (with a moderate risk) have the potential to cast a massively powerful spell, once only. This last feature gives it a particularly old school 1E feel. 1E often puts forth a "great risk great reward" option, the idea of a low level caster using a high level spell and risking death to do so is quintessential 1E.

There, now go out and find a scroll copy of *Shapechange* and kick some ass.

Ring of Fire Starting

by Bryan Fazekas

This ring enables the wearer to cause combustible materials to burst into flame at the touch, taking 1 segment to activate. The ring may be used up to 3 times per day. Note that damp materials may requires 2 usages to ignite, and wet wood may require all 3 daily usages.

GP value 5,000; XP value 1,000

Stick of Reaching

by Andrew Hamilton

This starts as a 3' long stick, of a smooth hard wood (birch, oak, etc.) and about 1" in diameter. The possessor may command the stick to grow in length (up to 20' long) and increase in diameter (up to 12" diameter). It can be used as a bridge, a 10' pole, etc. If used as a weapon, the **Stick of Reaching** functions like a **Club +1** (+1 to hit and damage, and works as if magical). The **Stick of Reaching** is magically hardened, and if subjected to attacks, it saves as Hard Metal.

GP value 3,500; XP value 500

Ring of Tongues

by Bryan Fazekas

Wearing this ring empowers the wearer to understand any language spoken to him as if he were under the influence of the 4th level *Tongues* spell. This ring has no charges but functions for 1d6+6 turns per day. The usage does not have to be in only one session and may be divided as the wearer desires.

GP value 7,500; XP value 1,500

Hero's Helm

by Andrew Hamilton

This +1 helmet radiates an inspiring aura, which makes the wearer immune to charm or fear. Allies within a 2" radius receive a +2 saving throw vs. fear and a +10% bonus to morale (if NPCs). A paladin or Lawful Good cleric wearing this helmet is also able to create a *Prayer* effect (as the 3rd level cleric spell, at the 12th level of effect) once per day.

GP value 15,000; XP value 2,000

BrewMaster:
Much Ado About Homebrew

by Timothy Connolly

HomeBrew is a new ongoing column, in which new perspectives on our favorite hobby are brought to light.

The launching of a home-brewed campaign world is a fun challenge for any AD&D referee. Few moments are more rewarding than seeing one's writings come alive in a tabletop RPG setting.

But, where to begin? And, where to end? And, how much is enough? Let's explore these questions one at a time, and see where it leads us.

Where to begin? Begin at the beginning. Know where you want the PCs to begin their adventure, and start there. If the PCs are going on a mission for the royal family, begin drafting a map of the realm surrounding the royal castle. And remember, the royal castle needn't be centrally located on your map.

Think about the sort of terrain which you'll want to include in your starting realm. Caves. Glaciers. Lakes. Mountains. Rivers. Streams. Swamps. Volcanoes. Woods. Decide what makes the most sense for your starting realm. There'll be plenty of time for expansion later on, adding additional interconnected realms, but for now it's best to focus on the starting realm. Moderation is advisable. Pace yourself. Designing too much too soon would rob you of the joys of adding on to it later.

Think about roads, infrastructure, and farmland. Think about cities, towns, villages, and hamlets. Think about scale. How long will it take the adventurers to travel from place to place on foot? On horseback? On flying carpet?

As you prepare your first draft of your first map-of-the-realm, you'll find that many of the answers to the questions will present themselves to you. The process is similar to Stephen King's philosophy on writing, in which the writer becomes somewhat of an archaeologist, whereby the pen becomes a small brush, and the craft of writing essentially equates to the careful/methodical unearthing of an ancient buried relic. As more and more of the relic reveals itself to the archaeologist, as the small brush pushes more and more dirt/sand out of the way, your map-of-the-realm will also reveal itself.

Ideas will frequently bubble up to the surface during this process. Consider each idea carefully, and decide if the idea is to be implemented right away (or stored away for later usage). Should you place the fire wizard north of the swamp? Should you place the ice wizard east of the royal castle? Should you place a shadow wizard west of the lake? And, whenever conflicting ideas arise, consider both ideas carefully. For instance, should there be a rope bridge spanning the chasm, or will a griffon rider be stationed there instead (offering rides across the chasm to those who can afford his fee)? Honor the idea which came first, and use that first. Van Morrison once sang "Hey kids, dig the first takes." It's a philosophy which has served this grizzled old referee well. Keep the second ideas in your back pocket too. They come in handy eventually.

Where to end? You will know. Avoid the pitfall of pouring the proverbial five gallons of water into a one-gallon pail though, and remember that if one idea isn't the right fit for your starting map-of-the-realm, it might be the right fit for your next map of an adjacent realm. If this is your first time creating a home-brewed realm, see what your comfort zone is, and stay within the confines of it. Ten square miles of terrain is a healthy limit for beginners. Try that, and see where it leads you.

Consider the inhabitants that you'll want to populate your home-brewed campaign setting with. Stock races are fun, and there are plenty to choose from. After you've been doing this for a while, you might feel like you want to include unconventional races, apart from the standard elves, dwarves, gnomes, and such.

Consider the colors which will appear on the banners/standards/coats-of-arms of the rulers and their armies. Perhaps the king is royal blue. Perhaps a nearby duke is green with vertical yellow stripes. Perhaps the barbarian horde is black with a red fist in the center. You can have lots of fun with this, and it adds another dimension to your setting.

If your setting will be a sandbox, the insertion of pre-existing adventure modules into your realm can also be done, if you so choose to go this route. While this sort of

behavior will certainly be a *death knell* for the marketability of one's home-brewed realm, it gives the playability of the realm quite a fun boost. If your end goal is to simply have the realm be a fun place for you and your friends to enjoy, then, by all means, feel free to go ahead and include classic modules alongside whatever adventures you may have already written and included in the realm. Breathing fresh life into the classics is a rewarding approach to the hobby. Here on Long Island, where I referee 1e AD&D, we have a home-brewed sandbox realm which includes more than twenty classic Judges Guild and TSR modules from the 70's and 80's. Whether or not we'll ever find the time to enjoy ALL of the modules which were inserted into the realm is another matter altogether, but they're in there, and seeing which modules we actually get around to enjoying is all just another part of the sandbox adventure for us.

How much is enough? Create just enough of a realm to support gameplay for a minimum of one year. That ought to be plenty of *realm space*, especially if others in your gaming group plan on refereeing other adventures too (in other realms). You can always add more to your home-brewed realm later, if you feel so inclined.

Got questions about home-brew? Let us know! Got ideas for a home-brew that you'd like to share with others? Let us know! We'd love to hear from you. And that's all the time we have this time around. Thanks for reading! Let the good times roll!

About the Author: *Timothy began playing AD&D in 1978. His favorite wand is the* Wand of Wonder. *He still uses the gold DM screen with art by Dave Trampier. His favorite module is currently G2. His favorite spell is currently* Phantasmal Killer. *He referees AD&D campaigns on Long Island today, where the GDQ1-7 campaign is in full swing, and the R modules (written by Frank Mentzer) were recently injected into his home-brewed sandbox realm.*

Bissandrith's Wizard Parchment

by Ian Slater

The fortunate individual that obtains this item will find a scroll case made of dragon bones, intricately created and of fine workmanship. Once a day the scroll case can be opened and it will be filled with a roll of parchment, approximately 4 feet in length and 1 foot wide. Spells can be written on this parchment in the normal manner.

The parchment's true value comes from its resilience, it does not age or decay, it can only be cut with a weapon of +1 or greater, and saves vs. any attacks against it (e.g. fire, acid, lightning, etc.) are as "normal blow. Those with an exceptional strength have a chance to tear the parchment equal to their damage bonus in percentage points, e.g. a fighter with a 18/00 strength would have a 6% chance of tearing the parchment.

Every wizard's parchment scroll case can produce 2d10 pieces of parchment, each 1'x4' (a 1'x4' parchment can be split into 4 sections, each large enough to hold a spell, but a +1 magical bladed weapon is needed to cut it). Usable by: C, D, M, I

GP value 18,000; XP value 3,000

Konnelaggon's Shelf of the Sorceress

by Ian Slater

A wizard's table takes the form of a small blue metal cube which is made up of interlocking, finely wrought pieces. When the command word is spoken the table expands to form a half ring around the front of the magic user, 2' from his body all around and 2 ' thick. The table will project a *Shield* spell in front of the user. The user's material components will appear on the table ready for use and any spells cast from behind the table will have their casting time reduced by 2 segments, 1 segment minimum.

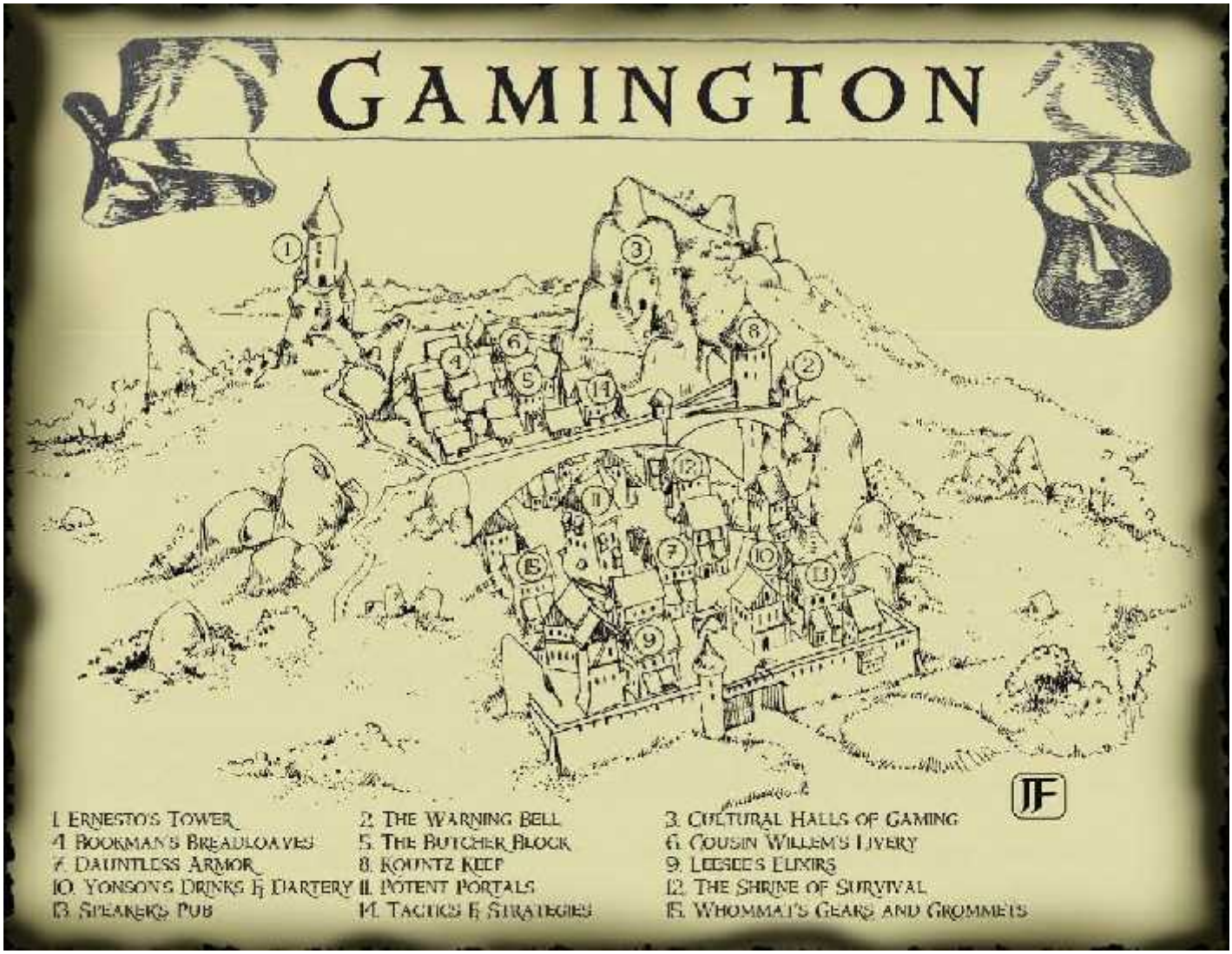
The table has 4d8 charges when found, and can be recharged with a combination of *Minor Globe of Invulnerability* and *Haste*, each casting of the pair gives the table one charge. The table is AC 0, has 40 hp, and when closed it repairs 1 hp/day. If reduced to 0 hp the table is destroyed.

The gender indicated in the name of the item does not imply any required gender for the user, it is rather indicative of Konnelaggon's sense of humor. Usable by: M, I

GP value 35,000; XP value 7,000

Domiciles & Emporia I: Some Businesses in Gamington

by Mark "CMG" Clover, Creative Mountain Games



This article is an extract from the adventure module Fighting Fire, *published by* Creative Mountain Games.

A Brief History of Gamington

The town of Gamington was formerly named Warburg. It was and still is the home of some of the greatest tacticians and strategists of the day. However, the folks of Warburg grew tired of the constant conflict and the toll that took on their lands, loved ones, and lives.

As an alternative to the incessant battling of kingdom on kingdom, faction on faction, and neighbor on neighbor, the Treaties of Gamington were proposed by the great wizard, Poppagax the Original. The idea behind the treaties was to replace actual war with tabletop versions of the potential conflicts. All involved parties had to agree to the terms and choose a neutral party to adjudicate for each battle, who would in turn decide on the makeup of the representative forces to be used. Systems of resolution were developed by many of the experts, locally and from outlying regions, and multifaceted dice were fashioned to assist in the randomization of outcomes to account for chance and luck.

The **Ernie Gygax Benefit Adventure Series** began to assist with the losses incurred by an apartment fire in February 2013 in which Ernie lost everything. It has been expanded due to Ernie's hospitalization from congestive heart failure in November 2013.

The first adventure, *Fighting Fire*, was released in March 2014 and the sequel, *Cold, Cold Heart*, was run at Gary Con VI, March 2014. It is due out this year as is the third part of the planned trilogy, *Head in the Clouds*.

33% of the selling price goes directly to the **Ernie Gygax (Fire) Relief Fund**. It is available online at: http://tinyurl.com/gygaxrelief

For forty years the treaties have stood and their reach has extended farther and farther. Despite the occasional minor conflict, often put down by parties allied in the treaties, the Peace of Gamington has prevailed.

Bookman's Breadloaves and Bakery

The Bookman Brothers, Harrison and Jefferson, run this fine bakery, when you can tear them away from their extensive library of historical and geographical tomes.

Butcher Block, The

Weynoth and Dalianne run one of the larger businesses in town. Aside from the usual preparation of livestock, they also make some of the finest sausages anywhere near Gentle Lake.

Cousin Willem's Livery and Cartwright

Despite the nickname, Willem has no relatives in the area other than his wife, Leesee, and their two sons, Jobie and Jonster, both of whom work for the town as a watchman and a fire marshal, respectively. Jonster's quick actions are likely what saved the lives of Ernesto and Scot.

Dauntless Armor and Shields

Mighty Migycal, who learned his craft from the Dwarves of the Dauntless Clan, makes some of the finest armor and shields anywhere.

Kountz Keep

One of the taller structures in Gamington, the earlier inhabitants, for whom the building is named, have moved south to Stockton Woods. The new resident, a bard of some small talent named Cam, churns out poems and other scribblings to make his wages.

Leesee's Elixirs

Sister to Ernesto, Leesee is known around town for her compassion and generosity. She and "Cousin" Willem will both aid however they can with supplies and mounts, if deemed necessary (though the mountains are very rugged country).

The building that houses Leesee's Elixirs is a huge, rambling old structure with many added-on sections, dormers, and extensions. Much of the inside is mazelike and if folks wander off from Leesee when she is taking them to some remote portion of the building, they could find themselves lost for a while or worse. Some of the ingredients used require her to maintain a menagerie of

creatures, some of them quite dangerous. Woe to the prowler or intruder who opens the wrong door, especially close to feeding time. Leesee shares her home with Willem and her mother Jomarie, who helps her with her concoctions. In their "kitchen," they brew potions, make salves and ointments, and even some simple medicines and remedies for common ailments. The family has a great reputation for their generosity and compassion. They are ever ready to assist adventurers and persons in the act of enforcing the Treaties of Gamington.

Yonson's Drinks and Dartery

Sometimes tabletop gaming needs to be supplemented by liquid refreshment and the occasional throwing of pointy objects. To that end, Yonson runs a tavern, known as The Hovel, in which strong alcoholic beverages are served and dart contests are regularly run.

Potent Portals

J. Alphonse Warden is always working on ways to travel across the planes to distant lands (some say even through time!) by tying strong elemental magics to finely crafted doors and archways. As a man with a bond to earth, wind, fire, and water, he uses his knowledge to show others that there is more than just this life.

Shrine of Survival, The

Cinderloo, sister to Ernesto, runs the day-to-day operations of this non-denominational (or multi-denominational) shrine. When Heidala, her sister, is in town she stays in the guest quarters. There is also a barracks within the walls of the grounds, a remnant of days gone by when troops would be kept active. Lucor, Leo, Smaej, and Eneg all chip in to make sure the barracks is maintained and use it and the stables when in Gamington. The area is still fortified and the group has taken the name "The Four Horsemen of the Acropolis."

Alexandro's Wheels

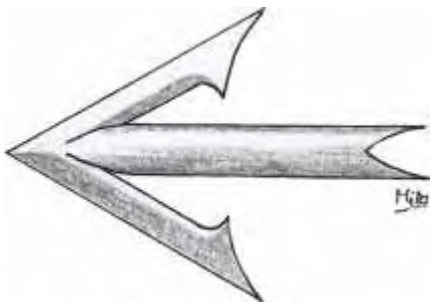
Alexandro, a half-brother to Ernesto and his other siblings, runs this establishment. Here he supes up chariots for the annual race officiated by a fellow named Carmichael. Tactics & Strategies - Kafmerz Tanner runs a school to teach the arts of warfare and trains many of the participants in the Treaty Games, a seasonal event where fictitious scenarios are in the offing for all who wish to play.

Whommat's Gears and Grommets

This shop specializes in making small metal items like those mention on the shingle. But when not producing those, Whommat likes to make figures and other accessories of the sand tables in the Cultural Halls of Gaming. (Gamington is able to accommodate many more businesses which the GM can detail as needed for their campaign.)

Mark CMG Clover, the founder and owner of *Creative Mountain Games* since 2001, has a B.A in English, as well as Communications, Media, and Theater, and holds an M.F.A. in Creative Writing from Roosevelt University in Chicago. He has been a war gamer and miniatures gamer since the early 70s and began RPGing in 1974 with the advent of *Dungeon & Dragons*. The company website is http://CreativeMountainGames.com

Art Credits: The *Fighting Fire* cover image is a composite of three artists' creatures including: *Fire Elementals* by Eric Quigley, a *Fire Giant* by Nicole Cardiff, and a *Hellhound* by Keith Curtis. The elixirs are the work of Rick Hershey. The map background is from The Forge Studios "Medieval Landscapes" collection. Other elements of the Fighting Fire cover image and Gamington town map are the work of Mark CMG Clover.



Domiciles & Emporia II: Three Shops

by Jeff Bowes

Proudfoot and Archer

Objects Found Discretion assured.

Proudfoot and Archer are finders. Despite the fact that the city has a large, well-organized City Guard there is still a need for private investigative work. In general they concern themselves with recovering stolen property, the protection of property and finding missing or hiding persons.

Owner: The owner of the shop is Rorie Archer, a middle-aged balding Halfling. In the past 5 years Rorie brought on the Halfling adventurer Sam Proudfoot as a partner and his business has blossomed. Sam is much younger then Rorie and still engages in the adventuring life. A combination of his natural skills and enthusiasm has made Sam an excellent investigator. Due to Sam's reputation customers frequently insist on his involvement. This is something of a headache for Rorie.

Hours of Operation: The shop is open non-rest days from a few hours past dawn to dusk.

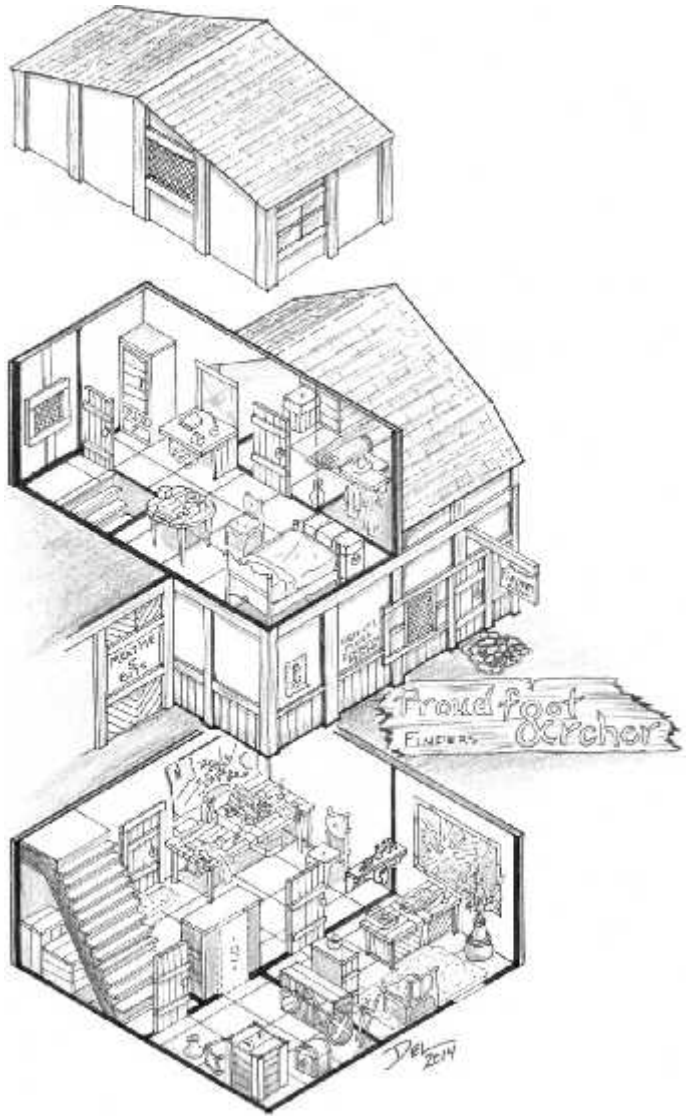
Exterior Description: This tiny two-story building is nestled between a bakery and a large warehouse on one of the city's back streets. The building has a freshly painted wooden sign over the single door which states, "Sam Proudfoot and Rorie Archer, Finders". A small sign in the single front window, states "Objects found – Discretion assured." The second story has a pair of windows and appears to be a residence.

Interior Description: Inside the office door is a small waiting room with a desk for the secretary, Altessa (human female). Past this waiting room is a small office belonging to Rorie and a stairway up to Rorie's 2nd story apartment. Sam lives at a nearby Inn and does not spend a lot of time in the office.

Price Range: Fair.

Quality Range: Good.

Occupants: Rorie Archer (halfling Thief 5, LN, Age 64). Altessa (human 0-level, LG, age 19). Sam Proudfoot (halfling Fighter 8, LG, Age 39).



NPC Encounters: The shop does not do a lot of business. The shop is visited occasionally by Merchants who are arranging protection for their shipments and their businesses. Also, on occasion local members of the thieves' guild can be found here looking to sell information. Rorie's main informant is Dolan Black a member of the main thieves' guild. He will only be found around the office near closing time.

Plot Hooks: (1) If the players are looking to locate someone or retrieve a stolen object then Rorie and Sam can help. (2) If the players are looking to make some

money offering their protection services, Rorie may serve as a broker.

Norwind Arms Exchange

Precious goods exchange.

In most towns of reasonable size transactions must be carried out in the local coinage. Often towns have Laws governing how many foreign coins can be carried within the Town Limits. For this reason there are a few moneychangers near the Town Gates. Norwind goes beyond just changing coins, they will also purchase gems, jewelry and some objects of value.

Owner: Anton Kaiden a member of the local Norwind Merchant house. Anton is a portly man of 46 years with close shaven grey hair. Anton married into the Norwind Merchant house and received this position from his unimpressed father-in-law.

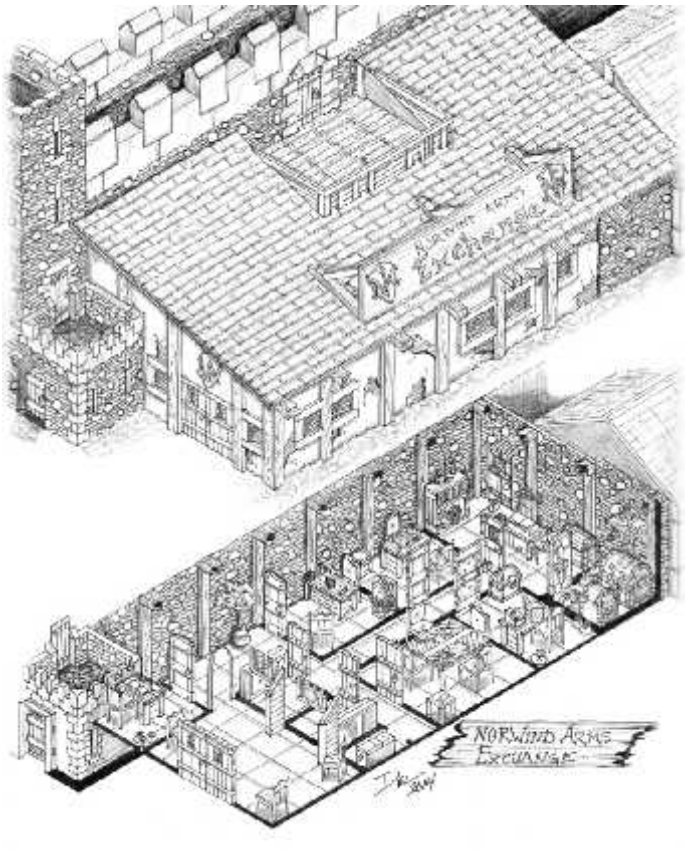
Hours of Operation: Weekdays from Dawn to 1 hour before Night Watch.

Exterior Description: Across the street from the Town Gate is a single story wooden building in a row of three wooden buildings. The building next door is a day bread bakery. The sign over the exchange states, "Norwind Arms Exchange: Coins exchanged, precious goods changed", a smaller sign says, "Under the Protection of the Town Watch." Displayed in the iron-barred front window are many pieces of fine jewelry and two swords advertised as magical. Standing to one side of the double doors to the exchange is a guard of the town watch.

Interior Description: The guard on the front door provided by the Town watch is replaced every 2 hours the entire time the exchange is open. Inside, across from the doors, are two booths with metal bars in which work 2 clerks who exchange coins. In the entry room are some wooden chairs, in one of which sits a private guard with a loaded crossbow. A corridor leads from this room to the back of the exchange. Down this corridor are 6 rooms. Three of these rooms house clerks who handle larger transactions. The other rooms are a meeting room, the vault and Anton Kaiden's office. Anton's office has a locked and barred metal banded door that leads to a back street.

Price Range: High. The exchange charges 5% on changing coins to local coinage and 7% to exchange gems or jewelry.

Quality Range: Fair.



Outstanding Items: In the front window are some objects that down on their luck adventurers have traded in for much needed gold coins. These are a sword+1 (2,500 gold) and a sword +1, +2 vs mages (3,500 gold). The second item belongs to the adventurer Gil Defose who is still in the town trying to make enough money to get his sword back. He may attempt to reclaim his sword by force if he learns someone has purchased it.

Cash Box: The exchange needs to keep enough of the local coinage on hand to exchange with passing merchants. The vault is a locked room, (only Anton has the key) within which are three enormous steel chests (4'x3'x3'). The key to the chests are also with Anton. The chests are not trapped in any way as they need to be accessed periodically. However, there is an Iron Statue in the vault which will attack anyone not escorted by Anton. The amount of coins in the chests varies week to week but normally would amount to at least 12,000 gold coins in various coin types.

The clerks in the cages up front have 300 to 400 coins in gold at their stations.

Staff: Anton Kaiden (human, NG, age 46). The guard Brax (human Fighter 5, NG, age 25). Five normal human clerks.

Customers: Normally there will be 1d6+2 customers in the shop during the day. This number will drop as the

day comes to an end. Several of these customers will be merchants in the offices in the back.

Loiterers: Thieves have been known to loiter across the street from the Exchange looking for rich, foolish foreigners. They have to keep a low profile because of the number of Town guards who can be found around the Gates at all times of the day.

Plot Hooks: (1) One of the jeweled armbands in the display for sale is actually a Cursed Armband of Attraction. This object attracts missile weapons giving missile attacks by monsters +2 to hit the character wearing the armband. (2) As mentioned above Gil Defose can come after a character that purchases his sword. (3) Characters finding themselves in debt to a local Lord who demands they retrieve a family heirloom he had to hock. The item would be up to the GM. But it is unfortunately in the main vault at the Norwind Arms Exchange.

The Roving Eye Tavern

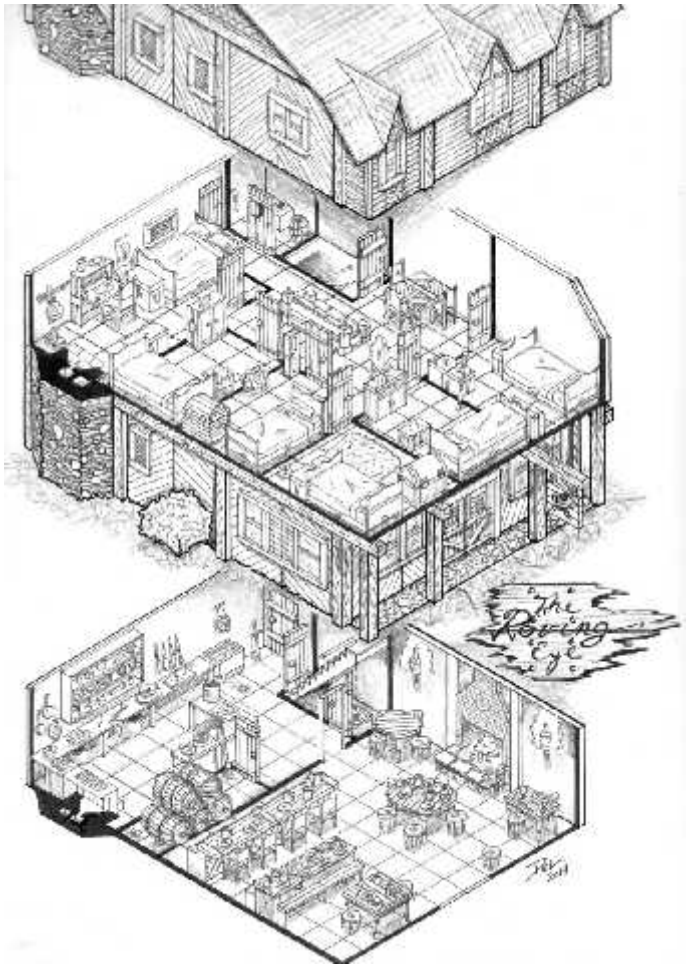
The Roving Eye Tavern is a small tavern on the Town's main market square. Although a two-story building, only the lower floor is a tavern open to customers. The wooden sign above the door has the shape of an eye carved in its center. Faded red paint clings to the wood. Beneath the eye are two crudely painted legs.

Owner: The tavern is owned by the Conwon merchant family but managed by Genin Moorwalk. Moorwalk manages the Tavern with little interference from the owners. Moorwalk is a retired merchant in his late forties. Moorwalk is heavyset and is generally found behind the bar or mingling with patrons wearing a stained apron. He has a wisp of grey hair above his ears and a bald head.

Hours of Operation: The tavern opens for business around noon and stays open until late in the night. Generally Moorwalk closes once the money stops flowing.

Exterior Description: The tavern is a simple two-story building with about thirty feet of market street space across the front. The second story hangs three feet above the first and has a pair of windows. There are no windows on the ground floor.

Interior Description: The main double doors open into the center of the tavern common room. This is a large room thirty feet across by 20 feet long. A large stone fireplace stretches 10 feet along one wall. A wooden bar sits at the far end of the room from the entrance. Scattered about the common room are tables surrounded by benches and stools. The main room is lit by oil lamps. Behind the bar are stacks of barrels and the entrance to the kitchens. In the back of the tavern is the kitchen, a door to the alley, pantry and a stair up to the second floor.



On the second floor are rooms for Moorwalk, his daughters Megan and Geira, the cook Brummel and the barkeep Lackhand.

Price Range: Fair prices for ale and beer and Low prices for cheap stew and bread that is served in the tavern. Finer fare and wine are not available.

Quality Range: Fair

Cash Box: A cash box is kept below the bar and usually holds as much as 200 gold coins. Every night Moorwalk empties the gold into a coffer hidden in a floorboard beneath his bed. Payments to the owners are made weekly so there are rarely more than 800 gold in the tavern. Moorwalk's private holdings are behind a wall panel and amount to 1,500 gold.

Staff: (1) Genin Moorwalk the proprietor is a Human, NG, age 48. (2) Megan & Geira his daughters are human Thief 3, LN, ages 16 and 18. (3) Brummel the dwarven cook is a Fighter 4, NG, age 72. (4) Tom Lackhand the barkeep is a human Fighter 7, CG, age 32. Tom is missing his right hand which he lost under mysterious circumstances. Tom has a different story every time he is asked. (5) Dina the barmaid is a Human, CG, age 22. (6) Vaisya the barmaid is an elven Thief 3, CN, age 85. Vaisya has been training Genin's daughters without his knowledge. (7) The pot-boy is a street urchin taken in by Brummel. He is a human Thief 1, NG, age 9. He answers to the name "boy".

Customers: The Roving Eye caters to hard working apprentices and clerks to the town's merchants. On average 1d6 patrons will be found in the tavern during the day and 4d6 in the evenings.

Plot Hooks: The most obvious plot hook would be the popular Merchant in need of adventurers. Whether that task was to guard a caravan or rescue a wayward daughter.

The sign above the tavern door was found by Genin on his travels many years ago. Unbeknownst to Genin it is the symbol of an evil cult. Some cultists were in the city and saw the sign and recognized it as one of their unholy symbols. They will want it back and the players could get in the way.

One of Genin's daughters pick-pockets one of the players and leads him on a chase through the market before hiding in the tavern.

The mysterious "boy" turns out to be the son of a famous wizard who died several years ago leaving a lonely, locked tower full of treasure. The boy is the only one with the mystical blood required to open the door to the tower and the players or some other adventurers may discover that when a former servant of the wizard spots him.

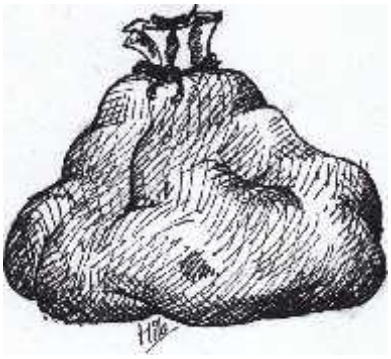
Author Background: I was introduced to Dungeons and Dragons after receiving the Moldvay Red Box for Christmas in 1981. I had a long running B/X Campaign that lasted 15 years and generated a lot of hand-written notes. I did sell three adventures to Maelstrom Magazine back in 1996. One of which made it to print in issue #4. The other articles never managing to make it to print before the magazine ceased publication. I have not been doing any writing for the past 15 years.

Kon's Bag of Silver

by Ian Slater

This bag is a small satchel, big enough to fit in two hands cupped together, that is partially filled with silver coins. When the user drops a silver coin in the bag, she may project the sound of coins being moved around anywhere in a 50' radius. The sound is completely indistinguishable from the real sound of coins being shuffled around, and will serve to distract particularly avaricious enemies.

GP value 5,000; XP value 1,000



Cazimere's Key

by Andrew Hamilton

Cazimere's Key is a crystal tube (2" diameter, 12" long) filled with water. The device radiates magic, and is harder than steel (saving against attack forms as "metal, hard" with an additional +4 bonus). This powerful magical item serves two purposes, firstly it is a key that allows its holder to gain entry to the Vault of Ages. Secondly, Cazimere added powers to the key to make it a useful item to carry with him on his journeys and explorations.

When grasped, it provides the ability to *Water Walk* or *Breathe Water*, and once per day the owner can *Raise* or *Lower Water* and *Create Water* (both at 16th level of effect).

GP value 25,000; XP value 3,500

One Page Dungeon: Juju Zombie Bandits

By Andrew Hamilton

Introduction

Party levels: Levels 3 to 6, combined levels of 24 to 30

Texts Required: DMG, PHB, MM, MM2

Monsters: Juju Zombie, Juju Zombie Horse, Skeletons, Skeletal Horse

Terrain: Borderlands (Hills or Forest)

Experience:

Total: 4,395 xp
Monsters: 3,456 xp
Treasure: 939 xp (not including any reward)

The Set Up

The party is traveling through the Borderlands when they are approached by a large band of horsemen. As the two groups draw closer, the horsemen draw weapons and charge.

The party has heard rumors of bandits preying upon travelers, even large forces of mounted guardsmen. So fearsome are they that even the bravest warrior cannot stand and face them. Some whisper that these bandits aren't human, and are in fact demons walking among men. Of course, the same rumor-mongers claim that these bandits have gathered a very large treasure.

The local authorities have made discreet inquiries, seeking to hire a band of adventurers. In response to the increased levels of banditry, and the rumors of the supernatural origins of the bandits, patrols had been increased in size and frequency. However, in the past week, two patrols of a score of men each were attacked by these bandits. In both cases the patrols were defeated, and lost over half their number to the bandits. It is obvious to the authorities that more skilled warriors backed by spell casters will be required to deal with this threat. A reward of 350 gold coins is promised to each member of the party when they can provide proof that the threat has been dealt with.

Background

After losing a fight and barely escaping with his life, vicious bandit chieftain Arlen Threnson came upon a strange obelisk protruding from a hillside, exposed by recent rains. When Arlen touched the obelisk, everything went black and his entire body was wracked in agony. He "woke" up feeling completely different, and when he looked at his hands he realized that he was different.

The obelisk sucked the life force out of him (and his horse), and the pair rose as juju zombies, although Arlen retained free will. Arlen discovered that he was far stronger and faster than he used to be, and he sought revenge on his former comrades-in-crime. He wandered into his old camp, revealed his new face to his old comrades, and then killed them all.

The next morning, as he stood amongst the bodies, mocking his deceased friends, Arlen learned that he had the ability to animate the dead. He promptly began the process of turning the entire band and their mounts into skeletons, all the while visions of power danced through his head. Once he had animated the entire band, Arlen began terrorizing local travelers, adding more undead soldiers to the ranks of his followers, and gathered a huge treasure. To conceal the undead nature of his forces, Arlen has them dressed in armor (a mish mash of scavenged armor), and wearing helms or hoods. The skeletal horses are covered with dirty blankets. The final effect of these disguises is adequate to conceal the undead nature of the horses and riders from a distance, but even then it is obvious that something isn't quite right (the horses look misshapen). Close observation (100' or so) will identify the undead nature of the creatures.

Arlen wasn't the most intelligent individual while alive, and undeath has not made him smarter. He relies on brute force, and when he spots a likely target, he charges, relying on fear and numbers to carry the day. Arlen will retreat if his skeletons are being destroyed, hiding in the hills and forests until he is able to rebuild his skeletal army. He cares nothing for his undead army, and will throw them away without a second thought to save his own skin.

Monsters

Arlen, free-willed Juju Zombie, AC 0 (wears plate mail), HD 3+12, HP 36, M 9", ATK 1, Dmg 3d4 (sword), SA *Cause Fear* (as 1st level cleric spell), attack as 6 HD, *Animate Dead* (1/day, at level 6), SD +1 or better weapon to hit, 1/2 damage from piercing or blunt weapons, immune to mind-affecting magic, sleep, cold, magic missile, electricity, and death spells, 1/2 damage from fire, can be turned but not dispelled or disrupted, MR see special defences, AL CE, Size M, XP 369

Arlen's Juju Zombie Horse, AC 6, HD 3+12, HP 26, MV 18", ATK 2, Dmg 3d4/3d4 (hooves), SA cause fear (as 1st level cleric spell), attack as 6 HD, SD +1 or better weapon to hit, 1/2 damage from piercing or blunt weapons, immune to mind-affecting magics, sleep, cold, magic missile, electricity, and death spells, 1/2 damage from fire, MR see special defences, AL CE, Size M, XP 279

Skeletons (x 13), AC 4, HD 1, HP 8 each, MV 15", ATK 1, Dmg 1d8 (sword or spear), SA cause fear when mounted (as 1st level cleric spell), charge attack, SD 1/2 damage from piercing & cutting weapons, immune to cold, sleep & charm, turned as 4 HD creatures when mounted, AL NE, Size M, XP 57 each. HP: 6, 7, 7, 5, 7, 3, 3, 4, 2, 2, 3, 7, 2

Skeletal Horses (x 13), AC 6, HD 3, MV 24", ATK 2, Dmg 1d6/1d6 (hooves), SA cause fear when bearing a rider (as 1st level cleric spell), charge attack, SD 1/2 damage from piercing & cutting weapons, immune to cold, sleep & charm, turned as 4 HD creatures when carrying a rider, AL NE, Size L, XP 159 each. HP: 22, 12, 11, 12, 14, 17, 21, 14, 13, 8, 11, 20, 19

Encounters

Arlen's forces attack with reckless abandon, seeking to scatter victims and ride them down one at a time. While the skeletons hack or stab their victims to death, Arlen prefers to ride down a foe, leap off his mount and kill his victims with his bare hands. Enjoying the idea that he will be feared by all, Arlen is not concerned that some victims escape to spread tales of his power. This may prove to be his undoing as tales spread.

Arlen established a small fortified camp in a ravine in the hills, downstream from the obelisk. Arlen screened the obelisk with brush and stones, although the screen is only sufficient to hide the obelisk from a casual inspection. Arlen feels drawn to the obelisk, and often travels up the creek and spends hours standing in front of it with his hands resting upon it. The trail is obvious to anyone with any tracking skill.

The obelisk is a four-sided column with a flat top; each side is 3 feet wide, and the column is 15 feet tall (although the lack of engravings on the bottom 5' of the column would imply that it once stood 10' in height). The obelisk is carved from a grey-black stone which cannot be identified, not even a dwarf. Deep runes and symbols are carved into it; the language is unknown and unreadable (even to thieves' read languages skill). *Comprehend Languages* reveals that the writings on the obelisk are dedications to the "dark one", the "fearsome one", "that which devours" and similar titles, but at no actual name is carved into the obelisk.

Touching the obelisk with bare flesh subjects the individual to an *Energy Drain* (as per the 9th level magic-user spell), and the obelisk is capable of generating 3 such effects each day. The obelisk radiates evil and magic, and is unharmed by physical blows or magical attacks. A *Dispel Magic* will temporarily (1 turn per caster level) suspend the operation of the obelisk.

The camp consists of several lean to's, tents, and hitching posts. Arlen commands his skeletons to bring back armor, weapons, and treasure. These items are stored in a large tent. Inside are 4 suits of ring mail, 3 suits of studded leather, 1 suit of chainmail, and 1 suit of splint mail (all sized for humans, and requiring repair). There are also 11 shields, 8 helmets, 13 spears and 5 swords.

A chest filled with loose coins: 643 cp, 278 sp, 12 ep, 87 gp and 9 pp. Mixed in with the coins are a silver bracer (175 gpv), a pair of gold rings (35 gpv & 50 gpv respectively), an electrum belt buckle (40 gpv), a silver dagger decorated with agates on the pommel (135 gpv) and a silver goblet set with jade carvings of wolves (350 gpv).

Loose Ends

The most obvious loose end is the obelisk. What exactly is it, who created it, and what powers does it have?

One scenario is that the obelisk was created by worshippers of an elder evil power, used in sacrificial ceremonies. Arlen was animated by the elder evil, and maintains his free will because the elder evil is building power feeding on Arlen's victims. In time Arlen will become a mindless host for an avatar. The elder evil may have contacted its few remaining worshippers and summoned them.

If Arlen escapes, he'll begin preying on outlying farms, rebuilding his undead "army".

Hex Crawls: Western Lakelands

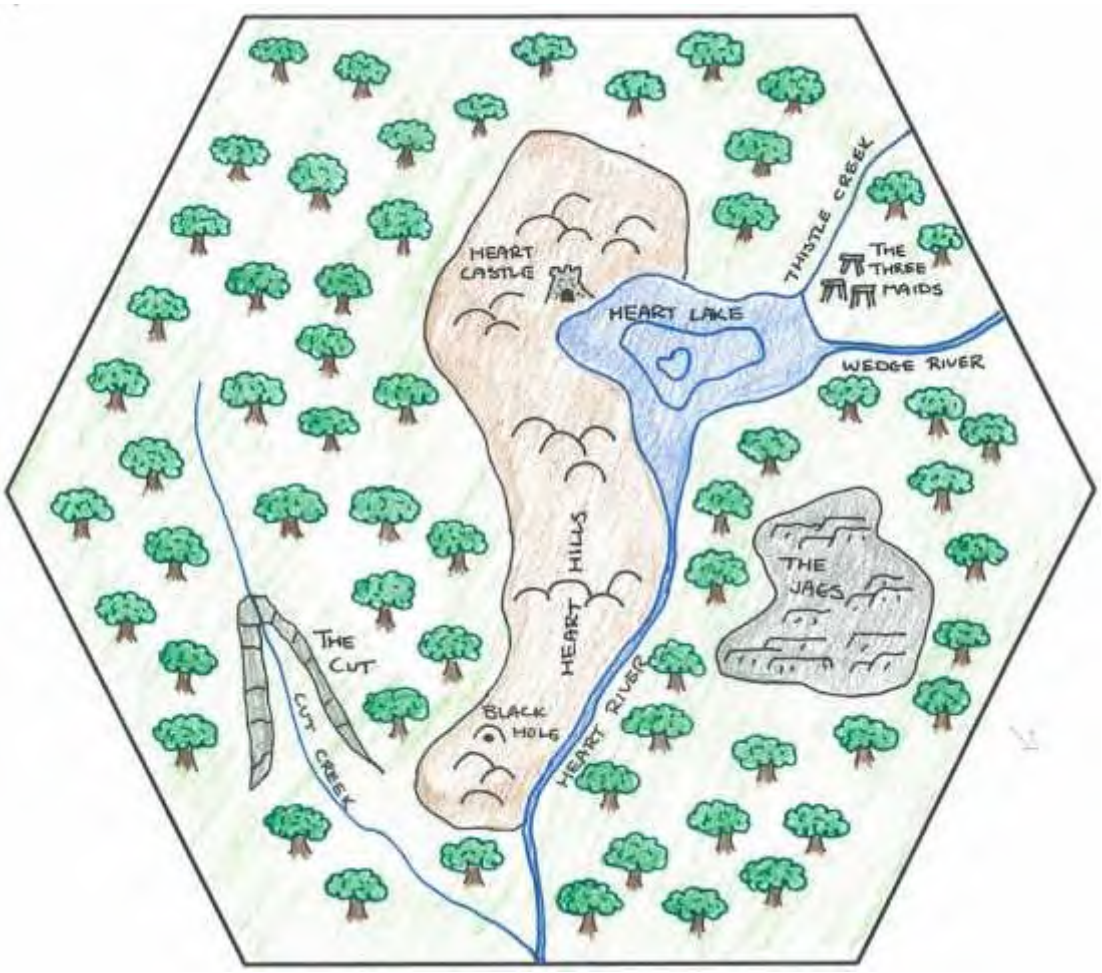
by Andrew Hamilton

What is a "hex crawl"? It is a section of terrain, a hexogonal area 24 miles (38.6 km) across. Taken from the author's campaign world, each hex crawl is fleshed out to give a dungeon master a starting point. Climate, topography, flora, fauna, inhabitants, and features of interest are noted.

What isn't included? NPCs, monsters, encounters. Each hex has background fleshed out, giving the DM a place to start and (hopefully) some inspiration to produce scenarios that fit their world view far better than someone else's generic encounter.

scale: 24 mile hex

West Davendowns Region



Climate

Temperate, with deep snows in the winter, rains in the late spring and early summer and a dry autumn. The north-east forests where the Thistle Creek and Edge River flow into the region are 3,000 feet above sea level, while the southern forests are 2,800 feet above sea level. The Heart Hills are the highest point in the region, with an elevation of up to 4,000 feet above sea level.

Terrain/ Topography

The West Davendowns region has a large ridge of hills, the Heart Hills, located in the centre of the region. Two watercourses, Thistle Creek and Wedge River , flow into Heart lake, which in turn is drained by Heart River. Other than the Heart Hills, the West Davendowns are generally fairly level land, with the exception of some broken lands along the eastern edge and a canyon in the south-west.

The Heart River is about 60' wide in this region, with a depth of 20' in the centre (averaging about 12 to 15' deep). Thistle Creek is smaller, 30' wide at its widest, and up to 10 or 12 feet deep in spots (although it averages 4 to 7 feet deep and has a soft muddy bottom), as is Cut Creek (20' wide, averaging 5' wide with a gravelly bottom). The

Wedge River is fairly large, 30 to 40' wide, and 10 to 15' deep (with some pools over 25' deep).

Heart Lake (about 18 square miles in size) has a maximum depth of 150', although it is shallower (only 30' deep or so) across the eastern half of the lake. The lake is home to fish (trout, grayling, whitefish and pike), and turtles and frogs can be found along the banks. There are constant rumors that trolls of some type live in the lake (scrags perhaps, although a ranger identified the monsters as merrow).

Flora

The West Davendowns are characterized by a hardwood, deciduous forest, primarily oak, maple, aspen and some nut-producing trees (horn nut, walnuts). The forest floor is fairly open, as the canopy provides enough shade that only a few ferns, shrubs and grasses can thrive.

The Heart Hills are also forested, with the same species of trees, although birch and alder are also common in the low spots. The south facing hills and hill tops are sparsely forested with stunted aspen (rarely more than 10' high), tough thorns and grasses. The Jags are a barren region, with tufts of tough grass growing in the cracks of the exposed shale.

Fauna

The forests of the West Davendowns are home to deer, elk, and wild boar (elk are more common in the Heart Hills than in the forests). Rabbits, squirrels, and ground game birds (grouse) are also common. Wolves and lions (especially in the Heart Hills) are the primary predators, although some bears can be found wandering the region.

Land Use

The West Davendowns are wilderness, and while a few hardy hunters will make their way here, in general the only humans (other than druids) found here are adventurers seeking treasure in the various ruins, or bandits seeing refuge from the law.

Inhabitants

A few gnolls (often small groups that broke away from the Crow Kill Clan to the east) have been known to wander through the region, often establishing camps or lairs in ruins or small caves. No other organized communities or groups are known to be present in the region.

Communities and Economy

None

Features of Note

Heart Castle – these ruins were once a massive castle, obviously human (based on the construction), a slowly eroding legacy of the fallen Kingdoms of Man. The ruins draw adventurers on a regular basis, and there always seem to be plenty of monsters dwelling in the surface ruins. It is rumored that an endless series of dungeons are located beneath the ruins, some adventurers claim that the castle was meant to keep something locked down in those dungeons. Other adventurers have never been able to find access to the dungeons, and dispute their existence. Regardless, there is something strange about the ruins, as undead, extra-planar entities (like mephitis), and even odder creatures are commonly found here.

The Three Maids – these three statues are carved from a pure white stone, similar to marble. The statues are all 12' high and on pedestals (which are 4' high), and fairly weathered. If the pedestals once had script or engravings, that is now lost to time. One statue is an elf maiden with a harp, another is a human woman in scale armor with a sword and shield, and the third is a woman swinging a scythe as if she was harvesting grain. Why these statues are here is unknown, as is the identity of their creator. This is rumored to be a location where one can cross to the faerie realm, but the church of the Moon Goddess considers this to be a sacred location and refutes any claims of connection with Fae powers.

The Jags – this area of wastelands is characterized by thin or eroded soil and exposed shale; the shale sticks up like blades and will shred boots, shoes and hooves. A horse or mule led across this area will go lame within a few hours (25% cumulative chance per hour), and dogs, cats and any large creature is likely to suffer the same fate. The Jags are home to small vermin. What created this waste land is unknown, but druids claim that the area feels unnatural, and explorers have fought giant scorpions, giant lizards, and snakes here.

The Cut – this cliff bounded valley (the cliffs are up to 100' high, and Cut Creek cascades down the cliff in a waterfall into a large pool several hundred yards across –

but too small to map) is a pleasant forested valley. Unfortunately, striges and bloodhawks nest in the cliffs, and in the past wyverns were seen roosting in a large cave that they (or something else) had dug out. Treasure (gold jewelry) has been found in the pool beneath the falls, and one band of adventurers claims that a hidden entrance to some caves and tunnels can be found behind the falls. These adventurers (The Band of The Silver Stag) disappeared on a return trip to the cliffs.

Black Hole – this cave has a sinister reputation among adventurers. It is a massive opening, 50' wide, and leads to large caves and tunnels which slowly get narrower, and descend. In the past a massive hydra laired here (until it was slain by The Raven's Hollow Irregulars, a reckless adventuring band), as have cyclops, trolls, and an owlbear that stood 20' tall.

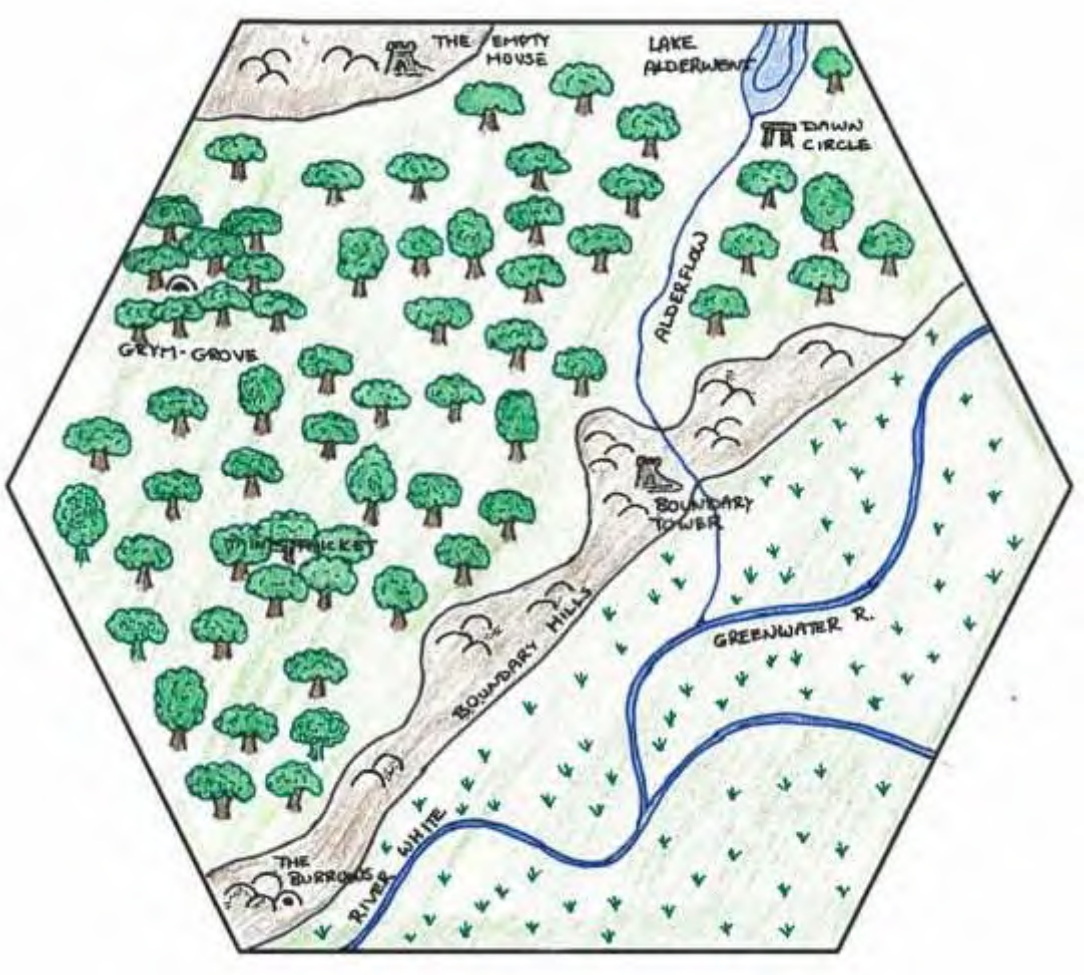
Heart Hills – strange animals and monsters are often encountered here, presumably things that have crawled out from The Black Hole or the tunnels under Heart Castle. On occasion, there have been confirmed encounters with giant scorpions, gambado, formorian giants, gibbering mothers, and a beholder. It is more common to encounter elk, deer and a pride of cave lions that have claimed the hills as their hunting territory.

West Boundary Region

Climate

Temperate, with deep snows in the winter, rains in the late spring and early summer and a dry autumn.

Terrain/ Topography



The confluence of two major rivers (The Greenwater River (50' wide by 10 to 15' deep) and the River White (60' wide by 10' to 15' deep) is located in this region. The River White becomes a huge larger downstream of the confluence (180' wide and 20' to 30' deep). The other important waterway in the region is the Alderflow, a small river (about 20' wide and 8 to 10' deep) which drains Lake Alderwent.

The Green Grass Fields are seemingly as flat as a table ("you can watch your sheep wander off for a week" joke the shepherds), and they are separated from the flat plateau that the hardwood forests grow on by an escarpment. The escarpment and hills range from 50' in height to over 400' in height, and the escarpment is characterized by rugged terrain, many gullies and coulees, and a few hoodoos.

Flora

The Green Grass Fields are prairie, primarily grasses and forbs, with some low shrubs. The constant grazing (by cattle, sheep, and bison) seems to keep all the shrubs except for the patches of thorn cotton. The thorn cotton is kept in check by the shepherds (who are happy to harvest the cotton, before cutting the shrubs back to the roots). Large stands of thick willow, birch and alder are established along the river banks, and these stabilize the shores preventing the spring floods from altering the landscape.

The forests here are primarily hardwood (oak, maple, aspen and some birch). The hills and escarpment have stunted trees and shrubs growing on them, and vegetation is thicker in the bottom of the gullies than on the hill tops or faces.

Fauna

large herds of bison roam the Green Grass Fields along the south-eastern portion of this region. The shepherds and ranchers of Sedge's Crossing occasionally bring their flocks and herds into the region, but only when grass is scarce and in the height of summer. Badgers, prairie dogs, and small garter snakes (and a few rattlesnakes) are not uncommon.

Deer, elk, moose, wolves, and mountain lions can be found in the forests, and the deer and wolves also graze and hunt in the escarpment.

The rivers can be dangerous, as giant frogs swept downstream from the frog fens hunt along the river bank, and a few giant catfish have been reported by reliable sources.

Land Use

this region is primarily wilderness; no roads traverse it, and only a few trails used infrequently by shepherds and ranchers make their way through the Green Grass Fields. There are no trails that lead no north into the Boundary Hills or forests (other than a very faint, rarely used trail leading to the Boundary Tower).

Inhabitants

there are no permanent communities or civilized inhabitants in this region.

Communities & Economy

none.

Features of Note

The Burrows – this network of shallow caves (both natural and expanded by human or humanoid excavation) have served many different people and creatures as homes over the years. Even today wandering gnolls will camp in the cave for a few months at a time while hunting bison on the Green Grass Fields. The Burrows have small caches of equipment and treasure hidden in them, and graves and tombs are also hidden in the Burrows, locations where ancient cave dwellers interred their dead. In addition to gnolls, the occasional undead, vermin (striges, spiders, slimes, etc.), traps and even subterranean monsters (hinting at connections to deeper caves) can be found in the Burrows.

The Boundary Tower – these ruins are located in the Alderflow Valley. This small fortress (a motte and bailey structure) overlooks the valley, and would have been a strategic chokepoint. The tower is mostly intact, and is a common destination for adventurers as the tower's cellars connect with a network of caves, and adventurers have brought out a few hoards of gold, silver and gems over the years.

The Dawn Circle – this "circle" (actually a half circle, facing eastward, with a focal pedestal located west) of standing stones is an observatory that can be used to predict the location of the sunrise at various times in the year. The location is considered sacred by the clergy of the Sun God (although the structure predates his worship in the region). A number of sages and magic-users have also commented that the location has traces of ancient magic, and seems to be a location where powerful rituals could be conducted to harness the energy of the sunrise.

The Empty House – this abandoned and collapsing manor house and accompanying outbuildings represent the failed dreams of an aspiring noble; his effort at founding a dominion some 3 score years ago came to an abrupt end at the hands of gnoll raiders. There are rumors that treasure remains hidden in the ruins, treasure that is haunted by the ghosts of the knight and his retainers.

Grym Glade – this location has a sinister reputation, infamous as being the lair of an ill-tempered green dragon which vanished about 4 generations back. Even today treasure hunters (at least those who return) report

that the area doesn't feel right. No treasure has ever been recovered, which casts doubt on the truth of this location being a dragon's lair. A hoard as large as a dragon would have gathered would be impossible to hide in communities as small as those in the neighboring regions.

Tain's Thicket – the Ranger-Lord Tain Wehrcraft and his followers established a winter camp in this stand of unusually tall oaks, and they used the camp as a base for hunting and exploration for over ten seasons. After Tain's untimely death (fighting troglodytes and other strange lizard men who emerged from caves near Whitebay) his followers drifted apart and the winter camp was abandoned. A number of adventurers have searched the area, looking for treasure, with no luck. The place is considered to be "good luck" by some residents of the region, and it does make a good winter camp.

Six Demon Bag

by Dan Rasaiah

The sage Torvic Gegshen speculated that this unique item contains wind, fire, and other elemental powers; however this is not the case. The **Six Demon Bag**, as the name suggests, contains six demons. Created by a deceased demonologist from ancient antiquity (purportedly with the aid of a powerful Demon Prince) the bag is a non-dimensional space similar to a **Bag of Holding**, inlaid with many runes and sigils of imprisonment. How the demons were initially trapped in the bag is a matter of conjecture, but they have remained in stasis in their pocket prison for some millennia, awaiting retrieval by the bag's owner. Each demon (one each of type I through VI) may be called but once, and will serve the bag's holder for the following duration:

Type I	6d4 rounds
Type II	5d4 rounds
Type III	4d4 rounds
Type IV	3d4 rounds
Type V	3d4 rounds
Type VI	2d4 rounds*

The demons are bound to this service, and fulfill their master's commands to the best of their ability for this short duration (including fighting on their behalf), at the culmination of which, they are permanently freed of bondage and return to the Abyss immediately. The bag's dweomer ensures the demon will not attack the bag holder, even for a period of 666 days from the period of control. However Type VI demons may voluntarily remain once their 2d4 rounds of service has elapsed if they see the potential to corrupt or ensnare a mortal of weak will. This will not take the form of direct coercion, but rather will be a coaxing toward 'the dark side'.

Once a demon has been called forth, it cannot be returned to the bag and recalled (i.e. for 2 rounds now, then 3 rounds tomorrow) but rather must perform it's full term of service in one uninterrupted stint. Only one demon may be called forth from the bag at one time, and another cannot be called until the round following the departure of the previous demon back to the Abyss (although there is no requirement to call forth multiple consecutive demons if the holder doesn't desire it).

The six demon bag may be used by characters of any alignment, although a wisdom check must be made after each demon is summoned, failure indicating that the character has moved one step closer to evil (e.g., good characters move to neutral, and neutral characters move to evil. Evil characters will move one step closer to chaotic evil, e.g., a LE character moves to NE, and a NE character moves to CE). Good characters must make this wisdom check at a +6 penalty, and neutral characters at a +4 penalty. There are no modifiers once characters become evil.

Once all six demons have been called forth from the bag, it disintegrates into dust, lost forever.

GP value 25,000;
XP value 5,000

The Gaming Gourmet: Pulled Pork

by Doug Rector

We proudly present another new column – one focused on feeding hungry gamers!

Many years ago when we first started gaming we realized that gaming for 6 to 16 hours on nothing but beer was not a good idea. We also quickly figured out that buying enough takeout pizza to feed 6-8 gamers was not affordable if we also wanted the beer. So cooking for D&D became a necessity.

Our early menus consisted of Kraft Mac and Cheese with add ins. We would fry up a pound of hamburger and an onion and add it to several boxes of mac and cheese. Or maybe some leftover ham, or chicken. Anything so it was better than straight mac and cheese.

It was very cheap, filling, and fairly non messy. We realized that things like barbequed chicken and ribs were impracticable because the sauce and grease got all over the character sheets, and anything that required the cook (usually me) to spend a lot of time fussing over it was bad because it took me away from the game too much. The ideal was to make ahead and then just eat when you wanted, so Crock Pot cookery was the perfect solution to the problem.

Over the years I have developed several very tasty recipes that are relatively easy to make and can be mostly made the night or morning before the game and simmered until people are ready to eat. These recipes are designed for an 8 quart crock pot –gamers are big eaters. I hope you enjoy them.

Pulled Pork

1 to 2 onions, coarse chopped

10 lb pork shoulder or butt

barbeque seasoning (or red pepper, garlic powder, a dash of cinnamon and whatever else you like)

salt and pepper

2 cups water

The night before the game, a couple of hours before bedtime, chop up the onion in the bottom of the crock pot, set the pork on top of it (skin side down) and sprinkle generous quantities of seasonings on the pork. Add the 2 cups of water and set the crock pot on high for 2 hours. When you retire turn the heat to low. When you get up turn off the heat and allow the meat to cool enough to work with it. Once it is cooled remove the meat from the pot, at this point it should be falling apart. Separate the meat from the fat and bones, return the meat to the pot and discard the rest.

Then you get 2 sturdy forks and attack the meat - pulling in opposite directions until all of the chunks of meat are shredded. This also bulks up the meat so be careful to keep it all in the pot.

At this point you can call it done and serve with your choice of rolls and sauces, or you can add one 28oz bottle of BBQ sauce and mix it in. My personal preference is to serve with hard rolls and a variety of sauces. Let people choose what they like. Tastes pretty darn good without any too. And don't forget the dill pickles –a must!

For Further Reading

This first link is to the Google Play Store. Our own Doug Rector publishes apps for Android, including Old School Spells, which is an exhaustive cyclopaedia of spells for mages, clerics, druids, and illusionists. He also has Old School Monsters which does the same for monsters, and Old School RPG Tables, which has a huge collection of AD&D tables. And for beer brewers, some apps to help with that fun chore!

https://play.google.com/store/apps/developer?id=AppBrewers.com

This page has a complete list of all the AD&D spells, plus their descriptions:

http://pandaria.rpgworlds.info/cant/rules/adnd_spells.htm

For those who want a concise listing, this link is a PDF containing a concise list of the AD&D spells, including the following shorthand for each spell: Level - Spell - Class - Range - Duration - Cast Time - Save - Effect.

http://wrathofzombie.files.wordpress.com/2012/07/the-short-concise-spell-list.pdf

The Mad Irishman has replica AD&D Spell Caster Character Sheet and Spell Planner:

http://www.mad-irishman.net/pub_dnd_1e.html#1e_ref2

Kellri's site has CDD#2 Spells Reference (see download menu on right side of page), plus a load of other free downloads:

http://kellri.blogspot.com/2008/05/netbooks.html

The Scribes of Candlekeep host the article "Adding Variety to the Scrolls in your Campaign", by Steven Allen:

http://www.candlekeep.com/library/articles/sa_scrolls.htm

The Tinker's Workshop on OSRgaming.org, a forum containing new materials for AD&D:

http://osrgaming.org/forums/viewforum.php?f=25

The Workshop on Dragonsfoot is a forum similar to OSRgaming's Workshop:

http://www.dragonsfoot.org/forums/viewforum.php?f=42

Planet ADnD hosts a large number of downloads, including the Great Net Spellbook and the Great Net Prayerbook:

http://www.padnd.com/dl_magic.php

& Magazine on the Net

The *& Publishing Group* is active in these venues:

LinkedIn: http://www.linkedin.com/company/&-publishing-group?trk=prof-following-company-logo

Facebook: https://www.facebook.com/andpublishing

Google+: https://plus.google.com/u/0/b/117421612009560237481/117421612009560237481/posts

Twitter: @andmagPublishin

Tumblr: http://www.tumblr.com/blog/and-mag

Fans can get news of upcoming & publications at all of these, plus even more places:

Our forum on **OSRGaming** is always active! Most of the *&* staff members post regularly.

http://osrgaming.org/forums/viewforum.php?f=110

We have two threads on Dragonsfoot. The first is the Non-Dragonsfoot Publications, public service announcements of D&D publications not published through Dragonsfoot, where you can find news of many publications besides *& Magazine*! The second is our feedback thread.

http://www.dragonsfoot.org/forums/viewtopic.php?f=11&t=56145

http://www.dragonsfoot.org/forums/viewtopic.php?f=11&t=26003&p=1333624#p1333624

And you can find *&* news in a variety of other places!

FirstEditonDND Yahoo Group

http://games.groups.yahoo.com/group/FirstEditonDND/

Pen & Paper Games

http://www.penandpapergames.com/forums/showthread.php/23274-New-old-school-D-amp-D-magazine-free?p=181105

RPG.NET

http://forum.rpg.net/showthread.php?638167-New-old-school-D-amp-D-mag-f

USENET

rec.games.frp.dnd alt.games.adndfe rec.games.frp.misc

Tread Softly

by Nicole Massey

A final word from the publisher

I do a lot of things on a day to day basis, and a large number of them are creative things. I write articles for & as well as other publications, write fiction, write songs, compose music, and work on other projects like my own RPG and some non-fiction ideas. I'm also working with folks to start a movie production company and another group of folks to set up a music conservatory, and I'm involved with a non-profit in the blind community. How do I manage to squeeze all of this in? Well it helps that I'm single with no kids and family doesn't demand much of my time, but the honest answer is that I can't. And so something has to give. So effective this issue I'm stepping down as the publisher of *& Magazine* and president of the *& Publishing Group*.

I'm very proud of what we've managed to accomplish so far, and the group has an excellent start and head of steam to keep producing content for a long time moving forward. I'll still submit things to &, and hopefully they'll feel it's good enough for them to print in the issues or make available for download as a supplement. But I've been the person least involved with issue production since the beginning because of my blindness, and there are a lot of other projects I've had to move to a back burner to work on the magazine, with the slow progress inherent in publishing a visual product while blind.

The rest of the team is fully capable of continuing on without me, as they've done the lion's share of the work the entire time. So I'm passing things over to them, and I'm sure they'll continue to produce high quality content well-structured and packaged in a clean and easy to read format. And you'll see articles by me moving forward, as I've been writing ahead.

Bryan Fazekas, the Editor in Chief, will take over the strategic functions of the publishing group. He's the one who got the ball rolling in the first place , so he's the one most capable to run this. I don't expect any great changes in the magazine, with the exception of this column – *Tread Softly* is a description of my approach to the game, and we've decided that it's my column, so this is the last one. But you can expect the same quality and content you've seen for the last two years moving forward.

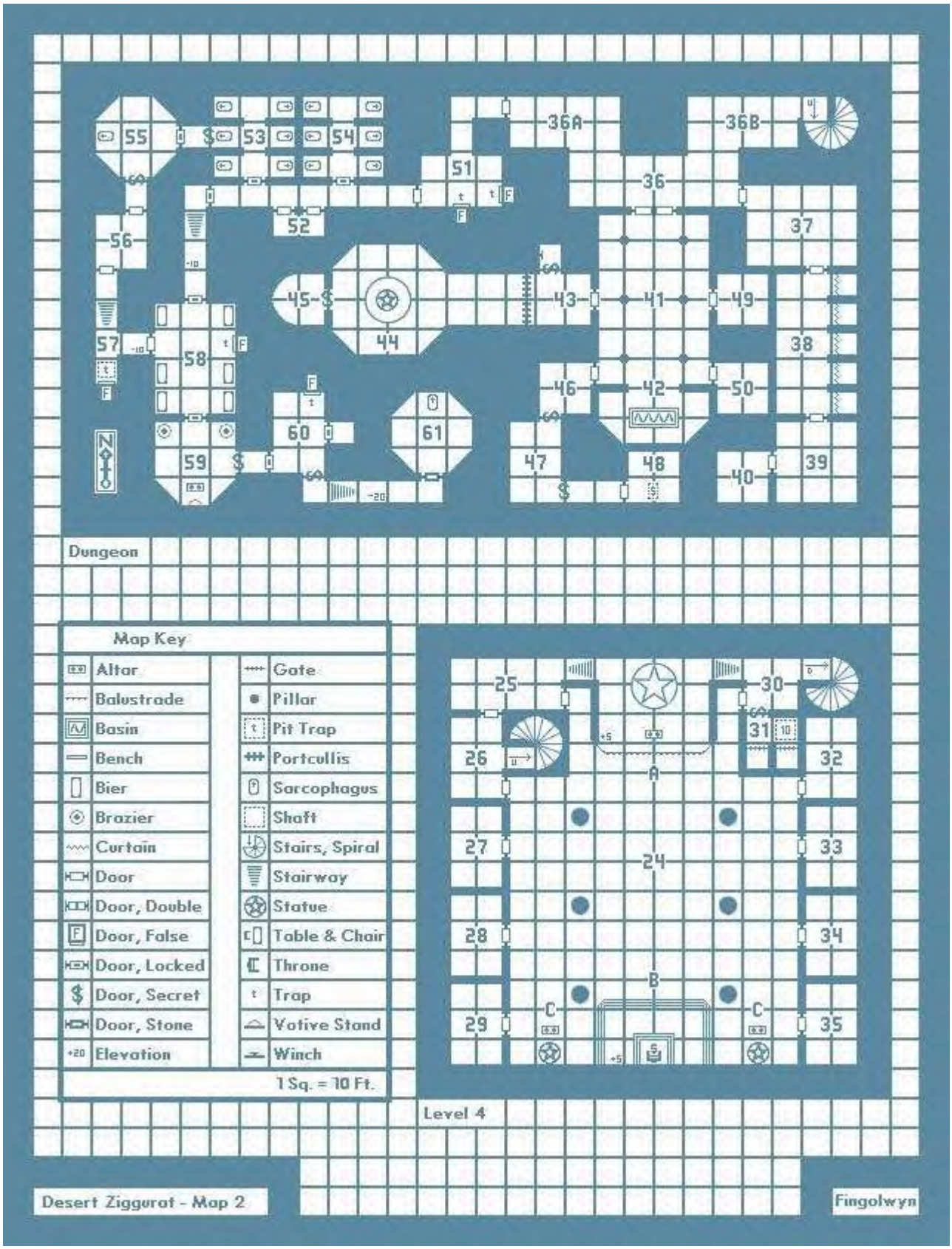
So what will y'all see from me? I have at least two more and probably seven more masses to write in the art music realm, and the two that are short-listed are already in planning with some ideas worked out. I have a recording studio to build and at least ten albums to produce and get out the door after it's built. Then there's the music conservatory, at least two television series and a movie, and two novels (so far, I'm planning and writing another two) to get published along with a large number of short fiction. There's a couple of other magazine ideas I'm mulling over, though they're still very embryonic. And then there's the RPG, which is a multi-genre system with space, fantasy, modern occult, and post-apocalyptic settings in the short term. So yeah, I'll be busy.

I feel honored to be a part of &, and there's nothing like working with truly creative people. If you're a creative person, don't spend all your time working alone – find others to collaborate with. You won't regret it. And if you're not a creative person then find creative people to help out – you'll be deeply appreciated and you'll also get a chance to watch magic being made as you help take care of the non-creative part of it all. (It's always there) And remember, ideas and the publication of them is the food that feeds the OSR. Keep it healthy by giving it all it can eat.

So I wish all the best to the & publishing staff and to all the readers who've found us. And if you want to contact me, you can email me at nyyki@gypsyheir.com and I'll respond, assuming the email monster doesn't eat your message.

Map 2: Desert Ziggurat 2

Map by Fingolwyn



Each issue of **&** has a theme, and our goal is to ensure that at least 60% of the articles match that theme.

Why?

To give our readers as much of a good thing as we can!

Themes for upcoming issues include:

- Inns, Taverns, and Way Stations
- Character Races
- ???

What do YOU want to read?

Our readers should help decide what they read. Send your ideas for themes to: letters@and-mag.com

But … ideas are only half the picture! We need to fill in the other half, the articles! Do your part to keep **&** full of interesting things. Send your articles, monsters, spells, items, and anything else you can think of to: submissions@and-mag.com

Stay tuned for & Issue #10: Shape Changers

Coming in August 2014!

This issue may include:

Lycanthropy, A Small Matter

Why Solids Don't Understand

Ecology of the Jagwere

Friend or Foe: Ithakque Skoth

Coming in November 2014, Issue # 11: Humanoids

This issue may include:

Ecology of the Ogre Mage

Kobold Shaman Spells

Ecology of the Spriggan

Spells for Giants

The **& Publishing Group** publishes fantasy role playing game articles, fiction, columns, adventures, and related materials primarily focused on the *Advanced Dungeons & Dragons* ™ game. We also publish for *Advanced Dungeons & Dragons 2nd edition* ™ and all variants of the original *Dungeons & Dragons* ™, plus similar open source game systems including *OSRIC* ™, *Labyrinth Lord* ™, etc.

Article submissions must be in RTF, Microsoft Word, or OpenOffice format. Artistic submissions must be in a common format including JPG, PNG, TIF, and GIF. Other formats may be acceptable, please inquire before submitting. No submissions in non-digital format will be accepted excepting some extreme mitigating circumstances.

Please spell check and proof articles before submitting, and please submit only articles that are completed. Drafts and outlines will be rejected. Please note that **&** will copy edit articles for content or length at staff discretion, although we make every effort to preserve the author's style. Authors will be required to sign a release giving **&** permission to publish their works.

Please no articles or art of pornographic, graphic, or distasteful nature. **&** reserves the right to reject any material deemed objectionable. See the http://www.and-mag.com/ for detailed submission guidelines.